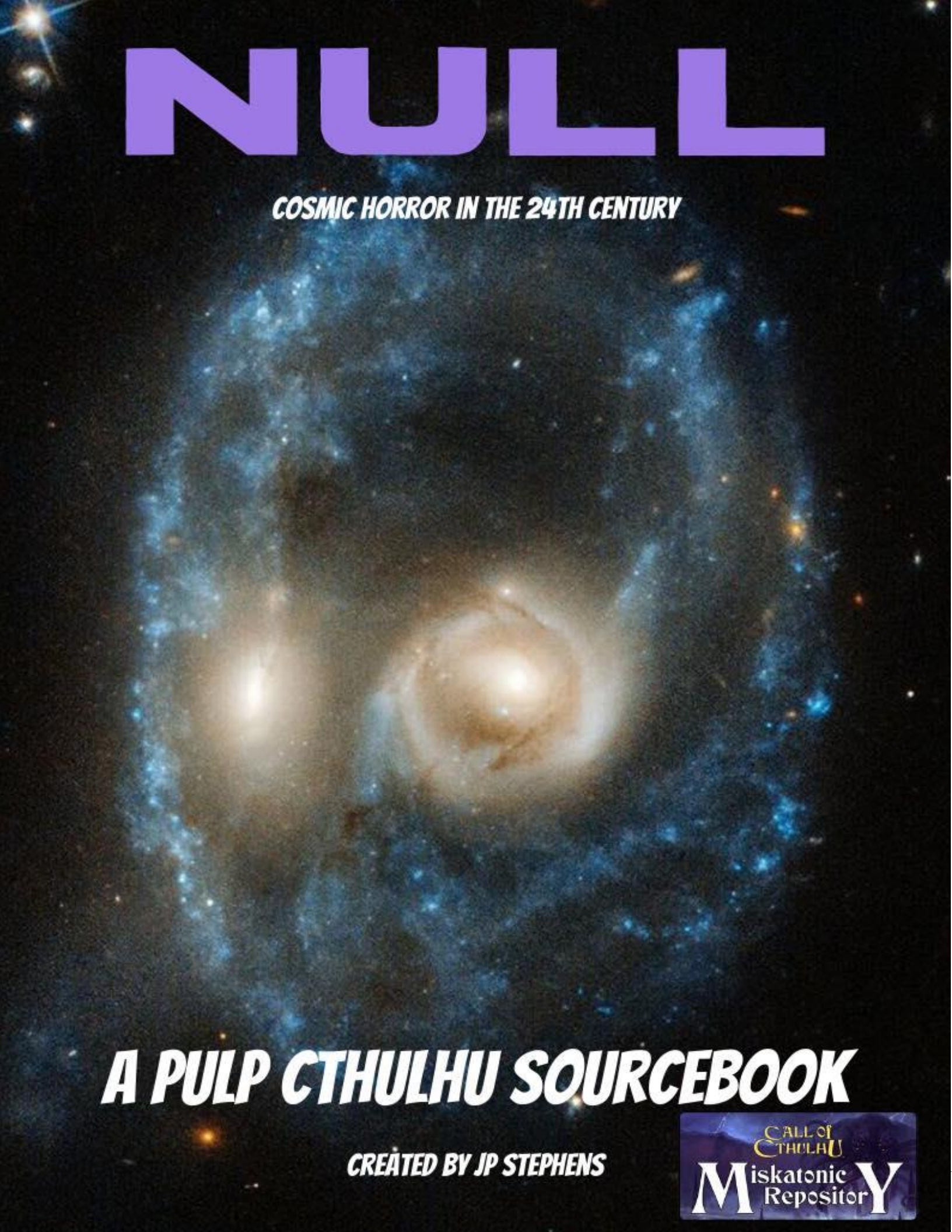
NULL

COSMIC HORROR IN THE 24TH CENTURY



A PULP CTHULHU SOURCEBOOK

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Call of Cthulhu
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I couldn't have done it without all your hard work and help.

This supplement is best used with the Call of Cthulhu (7th Edition) roleplaying game, available separately.
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CTHULHU: NULL

INTRODUCTION

Welcome to **Null**, a sci-fi setting for the 24th Century. This setting features cosmic horror, exploration, dark conspiracies, and gritty action.

Dark cultists of the King in Yellow seek to corrupt mortals on Earth, the vanguard of an invasion force. Cults devoted to Cthulhu sabotage one another as they seek to achieve conflicting goals. Acolytes of Nyarlathotep climb to the highest positions of power, reveling in the chaos their activities spawn. Rival factions posture for dominance over the solar system while exploiting the colonies. The time has come for the Old Ones to return.

Humanity has slipped the bonds of Earth and stretched out across the solar system, beginning the journey to the stars. Starships powered by fusion drives can travel to the edges of the solar system within weeks, though the stars remain firmly outside of humanity's grasp. If we only knew the true terrors that lie sleeping in the void, perhaps we would not be so eager to venture forth.

Alien technology powered by a mysterious element we call Null has catapulted humanity into the future. Null can generate dark energy and warp space-time. The effects caused by this element are as powerful as they are incomprehensible. Nobody understands the technology, but that's not stopping us from using it. The Anubis Corporation holds exclusive patents on all Null technology, and their army of lawyers guards those secrets jealously.

HOW TO USE THIS SETTING

This setting accommodates parties wishing for more fulfilling sci-fi play. Before beginning, you'll need to familiarize yourself with the **Pulp Cthulhu Rulebook**. You can also choose to ignore the Pulp Cthulhu rules and adapt this for use with the Call of Cthulhu 7th Edition rules: either the core **Call of Cthulhu: Core Rules** or the **Call of Cthulhu Starter Set**. Once you understand the basics, you'll want to select or craft your starting adventure. A scenario included at the end of this guide will get your party started. You'll need to use the Call of Cthulhu Future character sheets and skills.

All you need are some dice, a character sheet, something to write with, and you're ready to blast off!

CHARACTER CREATION

Character creation follows the standard guidelines (pg. 15 Pulp Cthulhu) using the Future setting skills. These rules may be substituted with the Call of Cthulhu 7e rules at the Keeper's discretion.

OCCUPATIONS

The following Occupations are recommended for Null. You may incorporate other occupations or create your own (pg. 24 Pulp Cthulhu).

Colonist
- **Occupation Skill Points:** EDU x 2+ (DEX x 2 or STR x 2)
- **Credit Rating:** 9-30
- **Skills:** Art/Craft (Terraforming), one interpersonal skill (Charm, Fast Talk, Intimidate, Persuade), Firearms, Mechanical Repair, Natural World, Survival, Systems Operations, and any one other skill.

Diplomat
- **Occupation Skill Points:** EDU x 2+ (INT x 2 or APP x 2)
- **Credit Rating:** 50-90
- **Skills:** History, Law, Library Use, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, and any one other skill.

Doctor
- **Occupation Skill Points:** EDU x 3+ INT x 1
- **Credit Rating:** 30-80
- **Skills:** First Aid, Medicine, Psychology, Science x2 (Biology, Chemistry, or Pharmacy), plus choose three from: Psychoanalysis, Science (any), Spot Hidden, System Operations, and Technical Repair.

Engineer
- **Occupation Skill Points:** EDU x 4
- **Credit Rating:** 30-60
- **Skills:** Electronics, Computer Maintenance, Library Use, Science (Engineering or Physics), Systems Operations, Technical Repair, and choose two from: Demolitions, Electrical Repair, Mechanical Repair, and Operate Heavy Machinery.

Entertainer
- **Occupation Skill Points:** EDU x 2+ APP x 2
- **Credit Rating:** 9-70
- **Skills:** Art/Craft (Acting, Singer, Comedian, etc.), Disguise, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Listen, Psychology, and any two other skills.

Explorer
- **Occupation Skill Points:** EDU x 2+ (DEX x 2 or STR x 2)
- **Credit Rating:** 55-80
- **Skills:** Climb or Zero-G, First Aid, Natural World, Navigate, Science (Astronomy, Geology, or Meteorology), Survival, plus choose two from: Drive Auto, Firearms (any), Language (Other), Pilot, and Spot Hidden.

Investigator
• **Occupation Skill Points:** EDU x 2+ (DEX x 2 or STR x 2)
• **Credit Rating:** 9-30
• **Skills:** Disguise, Law, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Science (Forensics) or Spot Hidden, and any two other skills.

Journalist
• **Occupation Skill Points:** EDU x 4
• **Credit Rating:** 9-30
• **Skills:** Art/Craft (Acting or Photography), History, Library Use, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Stealth, Spot Hidden and any one other skill.

Lawyer
• **Occupation Skill Points:** EDU x 4
• **Credit Rating:** 30-80
• **Skills:** Accounting, Law, Library Use, Listen, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), Psychology, and any one other skill.

Scientist
• **Occupation Skill Points:** EDU x 4
• **Credit Rating:** 9-50
• **Skills:** Computer Maintenance or Library Use, Science x 3 (any), Spot Hidden, plus choose three from: Anthropology, Archaeology, Electronics, Language (any), Science (any), and Technical Repair.

Scoundrel
• **Occupation Skill Points:** EDU x 2+ DEX x 2
• **Credit Rating:** 9-65
• **Skills:** Disguise, Locksmith, one interpersonal skill (Charm, Fast Talk, Intimidate, Persuade), Psychology, Sleight of Hand, Spot Hidden, Stealth, and any one other skill.

Soldier
• **Occupation Skill Points:** EDU x 2+ (DEX x 2 or STR x 2)
• **Credit Rating:** 9-30
• **Skills:** Climb or Zero-G, Dodge, Fighting, Firearms, Stealth, Survival, and two of the following: Demolitions, First Aid, one interpersonal skill (Charm, Fast Talk, Intimidate, Persuade), and Operate Heavy Machinery.

Technician
• **Occupation Skill Points:** EDU x 3+ (INT x 1 or DEX x 1)
• **Credit Rating:** 9-30
• **Skills:** Computer Maintenance, Electronics, Sciences x2 (Engineering and any other), Systems Operations, Technical Repair, plus choose two from: First Aid, Medicine, Navigate, Pilot, and Spot Hidden.

NULL ARCHETYPES
Humans hail from a variety of worlds that have created substantially different physiological and cultural norms. Instead of choosing a Pulp Archetype (pg. 15 Pulp Cthulhu), players will select one from the list below.

• Each archetype has a characteristic that suffers a penalty die on all rolls to represent the effect of the adverse conditions on the population.

• Each archetype offers a choice between two core characteristics.

• Characteristics for investigators start no higher than 90%; heroes, however, can begin with 95% in their core characteristic. To determine a core characteristic, roll 1D6+13 and multiply the result by 5 (see Step Two).

• Any or all of the skills listed under each archetype may be chosen; allocate the bonus points to as many or as few of these skills as desired.

• The archetype requires one pulp talent to be chosen from a specific category.

COLONIAL
Colonials are fiercely independent and handy, relying on their wits to survive on the edge of humanity. They're typically tall and willowy from a lifetime of low gravity.

Adjustments
• Penalty on all CON rolls.

• Core characteristic: INT or DEX.

• Add 100 bonus points divided among any of the following skills: Astronomy, Computer Use, Electronics, First Aid, Navigate, Systems Ops, Tech Repair, and Zero-G.

• Talents: Any Mental Talent plus any Pulp Talent.

EARTHBORN
The inhabitants of Earth tend to be shorter and stockier than other humans, but many suffer from psychological problems brought on by overpopulation, pollution, and upheaval.

Adjustments
• Penalty on all POW rolls.

• Core characteristic: CON or EDU.

• Add 100 bonus points divided among any of the following skills: One interpersonal skill (Charm, Fast Talk, Intimidate, Persuade), Climb, Credit Rating, History, Jump, Library Use, Psychology, and Psychoanalysis.

• Talents: Any Miscellaneous Talent plus any Pulp Talent.

MARTIAN
Martians must serve in the military or government to gain full citizenship. Their culture revolves around compliance and duty, leading to rigid thinking.

Adjustments
• Penalty on all INT rolls.

• Core characteristic: POW or STR.

• Add 100 bonus points divided among any of the following skills: Firearms, Law, Mechanical Repair, Natural World, Science (any), Survival, Systems Operations, and Tracking.

• Talents: Any Combat Talent plus any Pulp Talent.

CREDIT RATING AND WEALTH

Credit Rating	Cash	Assets	Spending Level
Penniless (0)	$10	None	$10
Poor (1-9)	CR x 20 ($20 - $180)	CR x 20 ($200 - $1,800)	$40
Average (10-49)	CR x 40 ($400 - $1,960)	CR x 1,000 ($10,000 - $49,000)	$200
Wealthy (50-89)	CR x 100 ($5,000 - $8,900	CR x 10,000 ($500,000 - $890,000)	$1,000
Rich (90-98)	CR x 400 ($36,000 - $39,200)	CR x 40,000 ($3.6M - $3.92M)	$5,000
Super Rich (99)	$1 million	$100 million+	$100,000

FACTIONS

Factions offer a convenient backdrop for the story and can provide information, resources, and plot hooks. These devices can be even more effective when parties contain a mixture of loyalties. Allegiance with a faction can lead to new opportunities or threats. Included are some guidelines to help flesh out the setting.

ANUBIS CORPORATION

The Anubis Corporation is a mega-conglomerate created through countless mergers and acquisitions over the past several centuries. They fund the majority of colonization efforts throughout the system and have patents on most products used by humanity. The Corporation is responsible for many of the breakthroughs on military hardware as well.

Massive freighters transport goods throughout the system. Transports fold space to rush wealthy travelers to the colonies. The Anubis Corporation's opulent headquarters tower above the high rises of Saturn's largest moon, Titan.

JOVIAN COLONIES

The Galilean Moons of Jupiter (Europa, Callisto, Ganymede, and Io) present enormous benefits to humanity. Low in gravity and sunlight, each colony contains valuable resources. A combination of private and government ventures established the colonies during the 22nd and 23rd centuries. In the early 24th century, a small yet bloody conflict broke out as the colonies made a bid for independence from their United Nations overlords. The efforts were partially successful, with the colonies earning membership in the United Nations.

MARTIAN FEDERATION

Mars became a sovereign nation in the late 22nd Century and has undergone years of terraforming, though the populace still lives under enormous domes. The Prime Minister of Mars presides over the government from Olympus. The Mariner Valley is the most heavily populated location on the surface, though scattered settlements exist. Civilians must serve in the government or military to gain full citizenship, creating a culture of compliance and duty.

MILITARY

The Federation military is small but advanced; their ships far deadlier than their UN counterparts. Fearsome Marines armed with devastating Power Armor and Miniguns secure Martian interests.

The Federation Navy consists of three battle groups comprised of one battlecruiser, two destroyers, and a corvette. Battlecruisers are named for major Greek gods, destroyers for minor Greek gods, and corvettes are given names that suggest war and conquest.

Battlecruisers
Ares, Poseidon, Zeus

Destroyers
Bia, Deimos, Enyo, Moros, Nemesis, Phobos

Corvettes
Ash, Ember, Fury

UNITED NATIONS

Earth's nations banded together to form a global government early in the 22nd century. The United Nations is a massive bureaucracy presided over by a security council and President who is elected by a popular vote by all nation-states, that in turn govern their own countries. The government has been accused of rampant corruption and abuse of power.

MILITARY

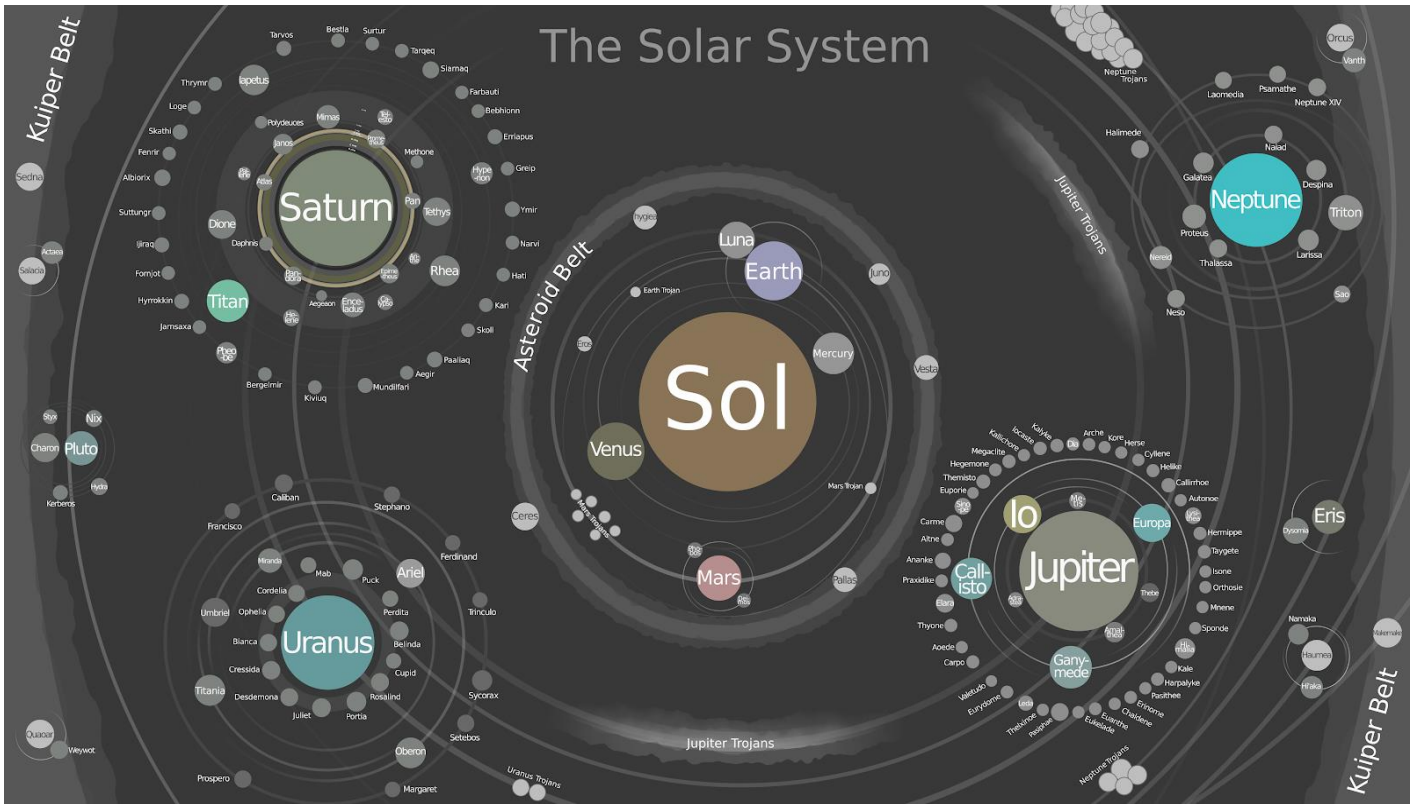
The United Nations boasts a large military with many cruisers and frigates. It holds a significant advantage over the Federation with more independent starcraft. Many join the military out of desperation for a better life. Cruisers are named for famous leaders, troop transports for major cities, and frigates are given names to inspire fear and respect for authority. Science vessels are named for revered explorers and scientists.

Cruisers
Asoka, Augustus, Churchill, Cleopatra, Hannibal, Khan, Napoleon, Washington

Troop Transports
Beijing, Moscow, New York

Frigates
Dauntless, Guardian, Hammer, Harbinger, Interceptor, Justice, Liberator, Redemption, Sentinel, Stalwart, Zenith

Science Vessels (Corvettes)
Curie, Darwin, Galileo, Heisenberg, Kepler



LOCATIONS

The solar system is divided into the inner system, asteroid belt, and outer system. The population of humanity is approximately 36 billion.

INNER SYSTEM 0-2AU

The inner system is comprised of the smaller rocky planets. These terrestrial planets are relatively close together and easy to research.

MERCURY .4AU (POP. THOUSANDS)

Mercury is a small rocky planet that fluctuates between incredibly hot and cold temperatures. The mobile domed UN research station Apollo crawls in the temperate twilight zone. Mercury's proximity to the Sun grants significant advantages to scientific study.

VENUS .7AU (POP. THOUSANDS)

Venus is similar to Earth in size and distance from the sun, but its surface is hot enough to melt metal due to its overabundance of greenhouse gases. Floating research stations collect data and generate new technologies for the United Nations. The atmosphere is highly acidic, and the surface is unsuitable to habitation, though the world is a wealth of data.

EARTH 1AU (POP. 30 BILLION)

Capital of the United Nations. Earth is overcrowded and stressed to maintain its high population. Most of the populace lives in major cities where the wealth gap is severe, with many living in squalor in the lower districts. Seismic shifts and tectonic activity have increased in recent years, fueling an increase in colonization efforts and a resurgence in religious activity.

Skyhooks (Pop. 50 million)

A dozen spinning megacities provide food and housing for the wealthy and powerful. Tethered by space elevators, these floating metropolises scrape the outer atmosphere while starcraft ferry passengers and material between the colonies and Earth.

Luna (Pop. 1 million)

United Nations Fleet Headquarters. Earth's moon is home to roughly one million inhabitants. A military base and research facilities, with the support needed for those operations, make up most of the population.

MARS 1.5AU (POP. 5 BILLION)

Capital of the Martian Federation. Mars has always been considered one of the most appealing planets in the system to colonize, with a similar size and year length to Earth. Mars has lower gravity which contributes to the typical large Martian physique.

The red planet is an economic powerhouse. The capital, Olympus, is a glamorous domed metropolis. Martians are united in their efforts to transform the red planet into a lush paradise world. Over 90% of Martian adults have served in the military or government.

ASTEROID BELT 2-3AU

Rich in carbon, silicates, and precious metals, the belt is heavily mined by all factions. The United Nations, Mars, and Anubis Corporation operations leach this wealth to reap enormous profits. Conflicts have broken out over the years to secure the rights to the belt's resources.

Ceres, Vesta, Pallas, and Hygeia are the four largest bodies in the belt, each housing a colony to support mining operations. Artificial gravity is generated by spinning the asteroids, although this only generates one-tenth of Earth gravity. Inhabitants tend to be taller and less robust than those found elsewhere throughout the system due to the low gravity.

Ceres (Pop. 5 million)

Ceres is an independent mining colony, netting billions of dollars annually from exporting the precious metals in its vicinity. The locals typically are the poorest and shortest-lived humans in centuries, pressed into dangerous mining operations and deprived of opportunities to improve their lives. Water, air, and nutritious foods aren't guaranteed.

OUTER SYSTEM 3-30AU

The outer system is populated by gas and ice giants, with hundreds of moons ripe for colonization. Hydrogen and helium mining operations are lucrative, providing fuel for fusion reactors.

JUPITER 5AU

Jupiter is a brown dwarf with more than twice the mass of every other object in the solar system combined, except for the sun. It's a gas giant composed primarily of helium and hydrogen, an excellent source of fuel for fusion reactors. Jupiter gives off large amounts of heat and radiation, useful for energy so far from the sun.

There are more than 79 moons in Jupiter's orbit, along with a delicate ring made mostly of dust. The area around the gas giant is known as the **Jovian System.** The Galilean moons are the four largest, and home to millions.

Europa (Pop. 10 million)

Jupiter's fourth largest moon features underwater colonies that provide food and livestock, while research stations study microscopic life in the oceans. Europa's subterranean ocean contains twice as much water as all of Earth's oceans.

Callisto (Pop. 10 million)

Callisto is the second largest Galilean moon. Large domed colonies and a spaceport make Callisto an essential waypoint for travel through the Jovian system.

Ganymede (Pop. 10 million)

Ganymede is the largest moon in the Jovian system, and is even larger than Mercury. Agricultural domes and water production make Ganymede the breadbasket of the Jovian colonies. Orbital mirrors direct sunlight to the surface to increase food production.

Io (Pop. 1 million)

Io is the third largest Galilean moon and houses the largest penal colony in the system. Its exiles manufacture energy cells for export. This hellish world is the nearest Galilean moon to Jupiter, experiencing frequent volcanic and radioactive activity that make it hostile to life.

SATURN 9.5AU

Saturn is the second largest planet in the solar system and home to Anubis Corporation operations. Saturn has more than 82 moons and an impressive series of rings. The gas giant is an excellent source of hydrogen and helium, a treasure trove of untapped resources for the Anubis Corporation.

Resorts and tourist destinations make the **Saturn System** a paradise for the wealthy. Plans are underway to establish factories and research installations. The corporation has even begun hauling ice from the rings to the asteroid belt, despite protests from the UN's environmental protection agency.

Titan (Pop. 25 million)

Anubis Corporation Headquarters. Saturn's largest moon is cold, dark, and beautiful. Titan is a marvel of automation and fuel production, settled over a century ago by the Anubis Corporation. The atmosphere is thick enough that spacesuits are not required, only breath masks. Skyscrapers and factories crowd the surface of the planetoid, sprawling under the breathtaking view of Saturn and its rings. Massive processors cooled by Titan's atmosphere compute data at an unprecedented speed, turning the moon into a hyper-intelligent supercomputer.

Access to the solar system's largest moon is highly restricted and limited to high-ranking Anubis Corporation employees and essential personnel, bound by non-disclosure acts to never discuss details about the world's surface. It's considered a rare privilege to be granted access to Titan.

URANUS 19AU

Uranus is an ice giant orbited by 27 moons and a thin ring. It remains uninhabited by humans. Uranus is the coldest planet in the solar system and the only to rotate on its side. Colonizing the moons of Uranus is a matter of some dispute amongst the factions. It's generally agreed that the exploitation of the asteroid belt, Jupiter, and Saturn is more profitable for now.

NEPTUNE 30AU

Neptune is the eighth and final planet in the solar system. It has 14 moons and is slightly larger than Uranus. Like Jupiter and Saturn, it's a major source of hydrogen and helium, but its considerable distance from the sun makes it inconvenient. Neptune is currently uninhabited by humans, though conversations have been had about exploiting its resources.

THE KUIPER BELT 30-55AU

Beyond Neptune lies a vast field of frozen rocky objects called the Kuiper Belt. Numerous dwarf planets orbit the sun, completely unexplored and full of potential.

Pluto 39.5AU

Pluto is a dwarf planet located in the Kuiper Belt near the outer reaches of the solar system. Pluto is uninhabited by humans and there are no serious talks about colonization at this point. Pluto is a tiny ball of rock and ice with 5 moons in orbit.

THE OORT CLOUD 2,000+AU

At the edge of the solar system is an area called the Oort Cloud. This cloud contains thousands of small frozen objects loosely orbiting the sun extending far into space.

EQUIPMENT

Armor	Benefit	Cost
Leather Jacket	1 (Upper Body)	$200
Flak Vest	5 Armor (Abdomen/Chest)	$500
Light Armor	3 Armor (Full Body)	$500
Medium Armor	4 Armor (Full Body) MOV rate is reduced by 1	$1,000(R)
Heavy Armor	5 Armor (Full Body) MOV rate is reduced by 1	$5,000(R)
Helmet	5 Armor (Head)	$500

Weapon	Skill	Damage	Base Range	Uses Per Round	Ammo	Cost	Malfunction
Flamethrower	Flamethrower	2D6 (Burn)	20m	1	10	$5,000(R)	93
Knife	Melee	1D4+DB	Touch	1	-	$50	-
Minigun	Machinegun	1D10	100m	Auto	100	$15,000(R)	97
Omniblade	Melee	1D6+DB	Touch	1	-	$500	-
Pistol	Handgun	1D8	15m	1(3)	12	$350	98
Pulse Rifle	Rifle/Shotgun	1D10	100m	Burst 3	30	$5,000(R)	97
Revolver	Handgun	1D10	20m	1(3)	6	$500	100
Rifle	Rifle/Shotgun	2D10	150m	1	5	$1,000	100
Shotgun	Rifle/Shotgun	(4/2/1) D6	10/20/50m	1	5	$300	100
Submachine Gun	SMG	1D8	15m	Auto	30	$1,500	96
Stunner	Handgun	Stun D6 rounds	15m	1	-	$250	99

Explosive	Skill	Damage	Base Range	Notes	Cost	Malfunction
Cryo Grenade	Throw	3D6 (Cold 3m)	STR/5m	Stun 1 round	$100(R)	99
Detonator	Demolitions	2D10 (1m)	-	Timed or Remote	$50(R)	100
Flashbang	Throw	Stun 1D6 rounds (3m)	STR/5m	Radius limited to 3m	$100(R)	99
Fragmentation Grenade	Throw	4D10 (3m)	STR/5m	-	$100(R)	99
Incendiary Grenade	Throw	2D6 (Burn 3m)	STR/5m	Burn	$100(R)	99
Plastique	Demolitions	6D10 (3m)	-	Requires Detonator	$300(R)	99

**Half damage at twice the range, one quarter damage at three times the range.*
(R) Restricted. May not be legally purchased or sold.

Equipment	Description	Cost
Ammunition (Pistol/Revolver)	12 rounds for handguns.	$5
Ammunition (Minigun)	100 rounds for miniguns.	$50
Ammunition (Pulse Rifle/SMG)	30 rounds for automatics.	$15
Ammunition (Rifle/Shotgun)	5 rounds for shotguns or rifles.	$5
Anti-Radiation Pill	Automatically grants immunity to mild Radiation Poisoning for 24 hours.	$20
Artificial Intelligence	Library Use rolls take minutes instead of hours.	$2,500
Climbing Gear	Rappelling winch, cable, and harness.	$300
Communicator	Handheld communications device with a range of several kilometers.	$200
Deep Space Probe	Fired from a Torpedo tube. Grants a bonus on Science rolls.	$5,000
Emergency Beacon	Capable of sending a distress signal many kilometers on a general frequency.	$500
Hazmat Suit	Reduces the severity of radiation poisoning by two levels.	$1,000
Magnetic Boots	Negates Zero-G rolls when walking is possible.	$500
Medical Scanner	Allows the user to diagnose common diseases and take accurate biometrics readings.	$1,000
Null Serum	Grants temporary Insane Talents (pg. 75 Pulp Cthulhu). Effects last 1D10 hours.	$100
Omnitool	Hard Light projector capable of becoming an Omniblade or engineering tools.	$5,000
Probe	1km range on rotors. Allows for Natural World or Spot Hidden rolls. 10 flying movement, 3 HP.	$1,000
Spacesuit	Allows the wearer to survive in a vacuum. 8 hours of air (recharges at the same rate).	$5,000
Survival Gear	Supplies that grant a bonus to CON rolls for hot or cold environments.	$500

VEHICLES

Vehicles are easily modified for this setting using the modern Vehicle Reference chart (pg. 145 Core Rules).

Power Armor ($100,000 R)
MOV: 8 BUILD: 3

Heavy bipedal sealed power armor with enhanced strength, approximately the size of a gorilla. Uses Operate Heavy Machinery skill.

RADIATION POISONING

If exposed to a massive dose of radiation, a character develops acute radiation sickness. For a short time, called the walking ghost phase, the character experiences no adverse effects. Afterward, characters experience intense nausea, bleeding, hair loss, weakness, and diarrhea. Follow the standard rules for poison (pg. 124 Core Rulebook).

An Extreme CON roll is made immediately and at intervals, depending on exposure. Success is required to halve the CON loss. Anti-radiation pills automatically grant immunity to mild Radiation Poisoning for 24 hours.

Treatment requires a successful Extreme Medicine roll to reduce the effect by one level. After curing radiation poisoning, a successful Medicine roll daily may restore 1D4 CON.

MILD

1D10 CON reduction every 24 hours. Mild symptoms develop after the initial 24 hours. Examples of sources of mild radiation include lingering radioactivity from a fusion reactor meltdown, nuclear blast, or exposure to astronomical factors such as the magnetic field of a brown dwarf.

STRONG

1D10 CON reduction every 12 hours. Moderate symptoms develop after the initial 12 hours. Examples of sources of strong radiation include indirect exposure to a reactor meltdown, proximity to a nuclear blast, or exposure to astronomical factors such as stars and black holes.

LETHAL

1D10 CON reduction every 4 hours. Severe symptoms develop after the initial 4 hours with a penalty die to all rolls. Examples of sources of lethal radiation include an unshielded fusion reactor, proximity to a nuclear blast, or exposure to astronomical factors such as neutron stars.

SPACE TRAVEL

Null introduces some new concepts to Pulp Cthulhu involving space travel. Here are some things you'll need to know.

ATTACKS AND RANGE

Crew members typically operate starcraft weapons with the Systems Operations skill. Ranges in space are intentionally somewhat abstract and limited to point-blank, short, medium, long, and extreme. Moving between range bands requires one **Maneuver** action, and ships begin combat at extreme range.

Point Defense Cannon
Point-Blank range only, damage 1D10 x10 (Systems Ops.)

PDCs can shoot down incoming warheads with a Hard success.

Magnetic Accelerator Cannon
Short-range, damage 2D10 x10 (Systems Ops.)

MACs can increase the range to Medium by upgrading the difficulty to Hard.

Torpedo
Medium to Extreme range, damage 4D10 x10

Guided warheads will strike targets if not destroyed by Point Defense Cannons or countermeasures.

Nuclear Warhead
Medium to Extreme range, damage Lethal

Guided warheads will strike targets if not destroyed by Point Defense Cannons or countermeasures. Nuclear warheads destroy everything at point-blank range and generate radiation.

DARKSPACE TRAVEL

The Anubis Corporation restricts darkspace technology to Anubis Corporation vessels through exclusive patents and an army of lawyers. **Darkspace Drives** allow starcraft to travel up to 10AU instantaneously.

Passengers report disorientation and weakness upon arrival. Only healthy individuals who are not pregnant are permitted aboard Corporation transports, and only after waiving the right to sue the Corporation.

DISTANCE

The distance from the Sun to the Earth is 1 astronomical unit (AU). It takes light 499 seconds to travel this distance. Radio waves travel at the speed of light, as well. Starcraft travel via constant propulsion using fusion-powered engines, burning at a standard rate of 1G (9.80665 m/s²). Starcraft accelerate halfway to the destination before flipping around and decelerating for the remainder of the journey.

Common Travel Times

Moon: 5 hours
1AU: 3 days
5AU: 6 days
10AU: 9 days
20AU: 12 days
30AU: 15 days
40AU: 18 days
70AU: 24 days

At 1G acceleration, it would take just over 6 years to arrive at Alpha Centauri. Traveling at nearly the speed of light for a portion of the journey would cause time to pass more slowly for those aboard, seeming closer to 3.5 years. The United Nations has discussed launching a mission to colonize Alpha Centauri.

GRAVITY

Starcraft are oriented vertically so that the thrust of the engines provides artificial gravity. When not under power or while making rapid course corrections, the passengers are subject to zero gravity. High-G maneuvers are hard on the human anatomy, often leading to health problems or death.

HULL BREACH

Caution should be applied when firing weapons inside a spaceship. A missed shot that causes 10 points of damage may pierce the hull. If in doubt, the Keeper may call for a Luck check.

If the hull is breached, Asphyxiation and Drowning rules come into effect in with the characters losing 1D3 HP upon failure (pg. 124 Core Rulebook). These effects can take seconds or minutes based on the size of the rupture and the size of the breached room. A successful Mechanical Repair roll is required to seal the breach. There's little danger of being hurled out into space.

MANEUVERS

Starcraft must initiate a high-G burn maneuver to change **Range** in combat. Everyone aboard must make a CON roll, suffering (0/1D3) damage from G forces. The craft may increase the rate to two or three movement bands by adding a penalty die for each increase.

ROUNDS

Rounds of space combat take approximately ten times longer than on a personal scale (roughly six minutes). It's an intentionally flexible measurement of time.

TRAVEL

Space travel is not cheap, and the Anubis Corporation holds a monopoly on darkspace travel. Travel through the Saturn System is restricted to Anubis Corporation vessels.

Travel	Price
Shuttle	$1,000/AU
Transport	$2,500/AU

SYSTEM FAILURE

When a starcraft loses half or more of its Build, it suffers a System Failure and must roll 1D6. Refer to the following table. A successful Technical Repair roll or combined Electronics and Mechanical Repair roll is required to repair systems.

Communications (1)
The ship may not send or receive messages.

Engines (2)
The engines cease to function, and the ship is adrift.

Massive Damage (3)
Everyone aboard takes 1D6 damage, while the ship takes another 1D6 x10 damage.

Navigation (4)
Astronomy and Navigate skills drop to 1%

Reactor Meltdown (5)
Everyone aboard is exposed to strong **Radiation Poisoning**. Lethal radiation is present at the reactor core, where repairs must take place. The ship begins to suffer 10 Burn damage, doubling every round.

Sensors (6)
Spot Hidden drops to 1%.

STARCRAFT

SHUTTLE ($500,000)
Shuttles are small craft designed for short trips in space, such as between planetary bodies. Shuttles can make planetfall.

Build: 5 **Crew:** 1

Combat
Armaments: none.

Traits: Shuttles can transport up to 4 passengers and 1 ton of cargo.

ANUBIS TRANSPORT
Transports are passenger vessels designed to transport people from one spaceport to another by use of a Darkspace Drive. Transports can make planetfall.

Build: 10 **Crew:** 2

Combat
Armaments: none.

Traits: Transports can transport up to 98 passengers.

FREIGHTER
Freighters are independent merchant ships that carry cargo containers from one spaceport to another. Freighters can make planetfall.

Build: 10 **Crew:** 2

Combat
Armaments: none.

Traits: Freighters can transport up to 100 tons of cargo.

ANUBIS BULK FREIGHTER
Bulk freighters are commercial merchant ships that carry cargo containers from one spaceport to another by use of a Darkspace Drive.

Build: 30 **Crew:** 5

Combat
Armaments: none.

Traits: Super freighters can transport up to 25,000 tons of cargo.

CORVETTE
Corvettes are the smallest warships, generally assigned to point defense or patrol. They tend to be lightly armed and armored. Corvettes can make planetfall.

Build: 20 **Crew:** 8

Combat
Armaments: 4 (PDC), 1 (Torpedo). The Corvette carries 4 Torpedoes or Deep Space Probes.

FRIGATE
Frigates are multi-role craft often used as escort vessels or deployed in 'wolf packs'.

Build: 30 **Crew:** 12

Combat
Armaments: 4 (PDC), 1 (Torpedo). The Frigate carries 6 Torpedoes.

Complement: 1 Shuttle, 5 Soldiers

MARTIAN DESTROYER
Destroyers are specialized craft designed to eliminate enemy vessels and are often deployed in flotillas. Destroyers can make planetfall.

Build: 35 **Crew:** 20

Combat
Armaments: 2 (PDC), 2 (Torpedo). The Destroyer carries 12 Torpedoes.

Complement: 2 Shuttles, 10 Marines

UN CRUISER
The cruiser is a fast all-purpose capital ship, likely to operate independently.

Build: 50 **Crew:** 50

Combat
Armaments: 6 (PDC), 1 (Torpedo), 1 (MAC). The Cruiser carries 12 Torpedoes and 2 Nuclear Warheads.

Complement: 4 Shuttles, 20 Soldiers

MARTIAN BATTLECRUISER
The battlecruiser is likely to be the centerpiece of Federation flotillas, charged with defense or assault.

Build: 65 **Crew:** 100

Combat
Armaments: 4 (PDC), 2 (Torpedo), 1 (MAC). The Battlecruiser carries 12 Torpedoes and 4 Nuclear Warheads.

Complement: 6 Shuttles, 30 Marines

TROOPSHIP
A troopship is designed to carry large numbers of soldiers and their equipment. They rely completely on their escorts for protection.

Build: 70 **Crew:** 8

Combat
Armaments: none.

Traits: Troopships can transport up to 1,000 passengers.

KEEPERS ONLY

If you intend to play Null, stop reading now.

Seriously, the following information is for Keepers only. Reading further will reveal disturbing truths that will shatter your illusion of reality, causing an irresistible urge to gather a cult to create your own campaign.

You've been warned.

NULL

Null powers advanced technology; it's a previously unknown element with an atomic weight of zero and the unique property of channeling dark energy.

Null Reactors weaken the barrier between our dimension and darkspace to siphon off Null. Null gives off strange low energy radiation. In truth, Null is the element that streams off the Outer God known as Azathoth.

NULL RADIATION

Caution must be taken with Null rifts, the same as any other form of radiation. Null radiation causes a mutation in human DNA instead of radiation sickness, granting temporary Insane Talents (pg. 75 Pulp Cthulhu).

Exposure causes 1/1D6 SAN loss and lasts 1D10 hours. +1% Mythos is gained, lowering the maximum sanity of the user. If a Mythos roll is passed at the beginning of the exposure, effects become permanent.

ALIEN TECHNOLOGY

Humans were not the first race to reach the stars, nor are they the most advanced civilization to do so. The ability to restore or reverse-engineer lost technology can lead to new and exciting scientific breakthroughs.

With a **Darkspace Drive**, starcraft can rip holes in space-time to travel through darkspace. Handheld devices can power weapons to launch projectiles at incredible velocities with dark energy. Tests may be conducted utilizing the dark energy for kinetic barriers, energy weapons, scanning devices, and more. Human subjects exposed to Null radiation will show surprising psionic abilities.

Keepers are encouraged to work with players and to use their imaginations to come up with innovations for this technology. The following technology helps to define the setting and is exclusively controlled by the Anubis Corporation.

Darkspace Drive

This experimental device rips a hole in spacetime. An expenditure of 45 POW is required to open a rift, which may come from a **Null Reactor**. A combined Navigate and Astronomy roll is necessary to travel safely. All beings aboard must spend 9 magic points to travel up to 10AU and will automatically lose 1 SAN.

On a failure, a mishap occurs: everyone aboard loses 1D4+1 SAN, and the starcraft suffers a **Systems Failure**. A fumble attracts a hostile entity from darkspace.

Eldritch Gate

These devices were created by the Ancient Ones eons ago. Activating the gate creates a portal; any being or object that touches the portal instantly transports to another gate. Radio waves may pass freely through the portal in either direction. The gates can reach thousands of locations throughout the galaxy.

Every gate requires a different sequence to reach, which is engraved on the face of each one. Destinations are set by activating seven unique sigils of thirteen possibilities on the gate's control panel. A Mythos roll is needed to open a portal to a random working gate; an Extreme success allows one to select a location.

All beings traveling through a gate must spend 14 magic points and automatically lose 1 SAN. Failing a roll represents a wrong sequence that costs the operator 14 magic points and 1 SAN. Fumbling the roll costs twice as many points.

Null Serum

Null may be distilled into a serum and injected into the bloodstream. It causes a mutation in human DNA, granting temporary Insane Talents (pg. 75 Pulp Cthulhu). The Anubis Corporation produces and sells this concoction, and its use is unrestricted.

The creation of Null Serum requires a combined roll of Mythos and Science (Biology, Chemistry, Pharmacy, or Physics). Hard success is necessary to control the effect produced.

Exposure causes 1/1D6 SAN loss and lasts 1D10 hours. +1% Mythos is gained, lowering the maximum sanity of the user. If a Mythos roll is passed at the beginning of the exposure, effects become permanent.

Null Reactor

The Anubis Corporation discovered a Shan Reactor in a cavern in England in the late 21st century. The reactor was nonfunctional until removed from the Earth in the early 22nd century. The Corporation's science division was able to reverse engineer the device, solidifying their monopoly on space travel.

This reactor opens a dimensional rift, pulling element Null from darkspace into our dimension from the Outer God Azathoth. This energy powers a fusion reactor, releasing powerful dark energy. Strong magnetospheres interfere with this rift, rendering the reactor useless on the planet Earth.

Null powers alien devices and magical effects. The Null reactor can store 48 POW of Null and charges at a rate of 2 POW per hour.

NPC STATS

The following are recommendations for non-player characters for use in your games.

HUMANITY

Each faction tends to have uniform equipment and training. The following are some generic stat blocks.

CORPORATE SECURITY

STR 60	CON 50	SIZ 60	DEX 50	INT 50
APP 50	POW 50	EDU 50	SAN —	HP 11
DB: 0	Build: 0	Move: 8	MP: 10	Luck: N/A

Combat

Attacks per round: 1

Brawl	50% (25/10) 1D3
Shotgun	50% (25/10) (4/2/1) D6 10/20/50m
Dodge	30% (15/6)

Armor: 3 Light Armor.
Skills: none.

FIELD AGENT

STR 50	CON 50	SIZ 60	DEX 60	INT 70
APP 50	POW 50	EDU 60	SAN —	HP 11
DB: 0	Build: 0	Move: 8	MP: 10	Luck: N/A

Combat

Attacks per round: 1

Brawl	60% (25/10) 1D3
Pistol	60% (30/12) 1D8, 15m
SMG	40% (20/8) 1D8, 15m
Dodge	30% (15/6)

Armor: none.
Skills: Psychology 50%, Stealth 50%.

MARTIAN MARINE

STR 90	CON 90	SIZ 80	DEX 90	INT 60
APP 50	POW 60	EDU 60	SAN —	HP 17
DB: 1D6	Build: 2	Move: 9	MP: 12	Luck: N/A

Combat

Attacks per round: 1

Brawl	50% (25/10) 1D3 + 1D6
Minigun	60% (30/12) 1D10 (Auto 6), 100m
Dodge	40% (20/8)

Armor: 10 Power Armor (3 Build).
Skills: Operate Heavy Machinery 50%.

POLICE

STR 65	CON 50	SIZ 60	DEX 50	INT 50
APP 50	POW 50	EDU 50	SAN —	HP 11
DB: 1D4	Build: 1	Move: 8	MP: 10	Luck: N/A

Combat

Attacks per round: 1

Brawl	50% (25/10), damage 1D3 +1D4
Pistol	50% (25/10) 1D8, 15m
Stunner	50% (25/10) Stun, 15m
Dodge	40% (20/8)

Armor: 5 Flak Vest.
Skills: 50% Law.

TECHNICIAN

STR 50	CON 50	SIZ 60	DEX 50	INT 70
APP 50	POW 50	EDU 60	SAN —	HP 11
DB: 0	Build: 0	Move: 7	MP: 10	Luck: N/A

Combat

Attacks per round: 1

Brawl	25% (12/5) 1D3
Dodge	30% (15/6)

Armor: none.
Skills: Systems Op. 50%.

UNITED NATIONS SOLDIER

STR 60	CON 60	SIZ 60	DEX 50	INT 50
APP 50	POW 50	EDU 60	SAN —	HP 12
DB: 0	Build: 0	Move: 7	MP: 10	Luck: N/A

Combat

Attacks per round: 1

Brawl	40% (20/8) 1D3
Pulse Rifle	50% (25/10) 1D10, 100m
Dodge	30% (15/6)

Armor: 5 Heavy Armor/Helmet.
Skills: none.

ALIENS

Null scenarios typically involve the intervention of alien species. Here are a few recommendations on species to use.

BYAKHEE

(pg.282 Core Rulebook)
Servants of the King in Yellow, who seeks the destruction of Cthulhu and the Mi-Go.

MI-GO

(pg.301 Core Rulebook)
Technologically advanced fungoid aliens living on Yuggoth, otherwise known as Eris. Eris lurks on the edge of the Sol system.

SHAN (AKA INSECTS FROM SHAGGAI)

(pg.305 Core Rulebook)
Vicious insectoids from the lost home world of Shaggai living on Earth.

STAR-SPAWN OF CTHULHU

(pg.308 Core Rulebook)
Servants of the slumbering Cthulhu who reside deep under Earth's oceans.

OLD ONES

The stars are right for the Old Ones to reawaken. R'lyeh is rising, and it won't be long until mighty Cthulhu once again rules Earth. Cthulhu's nemesis Hastur intends to greet his half-brother with the fiery destruction of the planet. Meanwhile, Nyarlathotep carries out his plans of chaos, a cosmic wildcard. Humanity is firmly in the crosshairs of beings of immense power.

CTHULHU

(pg.315 Core Rulebook)
High Priest of the Outer Gods, Cthulhu's coming is said to herald the awakening of the Old Ones and the destruction of humanity. His cults rejoice in the liberation of conscience and ecstasy of madness. A rival cult seeks to keep Cthulhu asleep by appeasing him with human sacrifices. When great Cthulhu wakes, everyone on Earth will fall under his sway.

HASTUR

(pg.320 Core Rulebook)
In his avatar as the King in Yellow, Hastur plots to kill his half-brother Cthulhu. Hailing from a distant star, he relies on the corruption of humans to pave the way for his alien invasion force. The insidious Yellow Sign gnaws away at the sanity of those who behold it. Every being in the Sol System is a legitimate target to Hastur.

NYARLATHOTEP

(pg.323 Core Rulebook)
Messenger of the Outer Gods and said to have 999 forms, Nyarlathotep is a force for chaos. His plots are inscrutable and deadly. In the guise of the Black Pharaoh, he secretly rules over the Anubis Corporation.

THE RING OF FIRE

BACKGROUND

This scenario takes place in 2354 AD. A team of experts has arrived at the **Anubis Corporation's** headquarters on **Titan**. Anubis Corporation scientists uncovered an ancient **Eldritch Gate** under the ice of Antarctica, and the Corporation had the artifact quietly shipped to their headquarters on Titan. The ring is hundreds of millions of years old and could be one of many gates scattered throughout the galaxy. Solving this mystery will make the heroes incredibly wealthy and may help humanity reach the stars.

THE KEEPER'S SECRET

Secretly owned by one of the many cults of **Nyarlathotep**, the Brotherhood of the Black Pharaoh, the Corporation has a monopoly on alien technology. Humanity believes the breakthroughs were made by talented scientists.

Every gate requires a different sequence to reach, engraved on the face of each one. A series of seven runes were found on a nearby bas relief and determined to be an address of sorts. The discovered coordinates link to a small artificial planet created by the Ancient Ones to entomb the Old One known as **Cthugha**, whose slumber will be interrupted with the arrival of the humans. Cthugha will seek to use the team to escape imprisonment. The heroes must choose between acquiescing to or defying a god-like being.

SCENARIO STRUCTURE

• **Set-Up:** The Keeper briefly describes the scenario's premise and introduces the pre-generated heroes. If there are new players at the table, then the Keeper may need to explain how to play Pulp Cthulhu. Players then select or create their heroes and briefly introduce them.

• **Act I:** An ancient gate is discovered, and the heroes must journey through the mysterious relic. The Anubis Corporation promises vast wealth in exchange for unlocking its secrets. The alien device allows for instantaneous travel, though safe return proves problematic.

•**Act II:** The heroes arrive at a pyramidal temple in the center of a hollow planet powered by a tiny star. The world is beautiful and perfect for colonization. The team will have a difficult time trying to return to Earth, as an Elder Sign blocks outward travel. The star turns out to be a powerful being, imprisoned by the magical ward in the temple. A deadly guardian must be faced before the characters can escape.

• **Act III:** The team discovers that the star is alive. It is Cthugha, a star-like Old One entombed eons ago by the Ancient Ones. Cthugha is angry and eager to break its bonds. It may assist the team in exchange for its freedom.

• **Epilogue:** The scenario ends with a short epilogue, with the Keeper following up on the consequences of their success or failure.

ACT I

The opening act introduces the players to the scenario. They will come to know Titan, the Anubis Corporation, and the gate. Act I is the perfect time to roleplay and establish goals. Now is the time to establish characters and setting.

ANUBIS HEADQUARTERS

Anubis has established headquarters on this incredibly productive moon, constructing a colossal dark pyramid that towers over the surrounding buildings. The building is enormous, standing 150 meters tall and 230 meters to a side.

This building boasts some of the most advanced technologies known to humanity. Residents of the pyramid enjoy full gravity, vaulted ceilings, and incredible luxury. The floors and walls are dark stone polished to a mirror finish and gilded with delicate sigils. Crystalline elevators rise over the concourse, protected by well-dressed security agents.

1. Ground Floor

1. **Entrances**: Monitored by security cameras and capable of remote lockdown, four entrances lead into the building. Antechambers seal the oxygen in and filter out toxins.

2. **Lobby**: A central information and security desk located at the heart of the pyramid overlooks elevators and stairs leading to the upper levels. Clearance is required to ascend.

3. **Residential Neighborhoods**: Secure neighborhoods designed for employees of the corporation surround indoor parks.

4. **Mall**: A massive food court and three-story mall offer an impressive variety of diversions from shopping to entertainment.

5. **Hospital**: This state-of-the-art hospital with highly skilled staff is the envy of the colonies.

2. Administration

The Anubis Corporation employs thousands of individuals in this building alone to keep business running smoothly.

3. Legal Department

An army of the sharpest and most ruthless lawyers safeguards the interests of the corporation.

4. Offices

Boardrooms, suites, and offices suit the various needs of running the corporation.

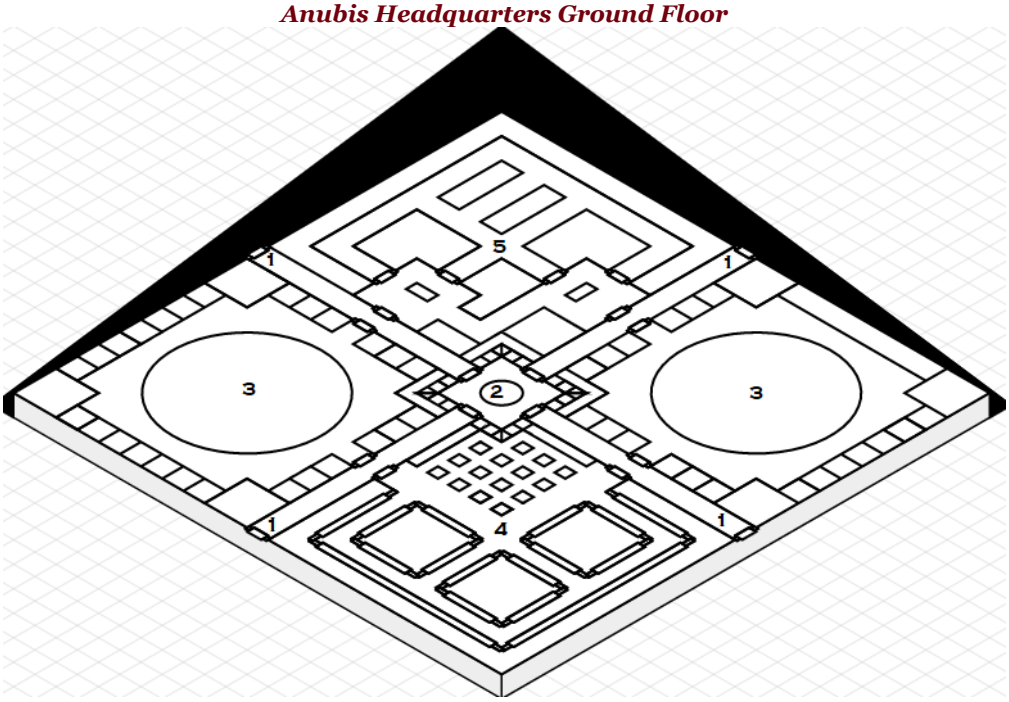
5. Research and Development

Access to this floor is highly restricted. Keycards, retinal scans, face recognition software, and elite security teams.

6. Executive Offices

Only the top officials of Anubis Corporation are permitted access to this floor.

Anubis Headquarters Ground Floor



THE BRIEFING

The meeting takes place in a boardroom on the fourth floor with floor to ceiling windows. The softly lit room holds an assortment of oxygen-rich plants and flowers give the air a fresh smell. A pitcher of water sits on the rich wood table.

Read or paraphrase the following aloud:

2354 AD, Anubis Headquarters, Titan. Your team of experts has arrived at the opulent pyramid that towers over the surrounding skyscrapers of Saturn's largest moon. Whisked through the luxurious corridors of this colossal monument, you realize that you're in the heart of the wealthiest and most technologically advanced structure in the history of humanity. Security is tight, but your team is allowed entry.

The meeting room on the fourth floor offers an unparalleled vista of the rings of Saturn and sweeping cityscape of factories interspersed with high-rises. A tall man wearing a suit that costs more money than most families earn in a lifetime swivels toward you in a high-backed chair. He invites you to have a seat and begins the meeting.

Director Smith and **Doctor Clark** present the team with the briefing found in the **Handouts** section. If the Corporation can unlock the secrets of the gate, humanity may be able to reach distant stars. Doctor Clark and **Agent Bowers** will accompany the team through the gate.

The Corporation intends to profit from its findings and grants the team shares in the profits, projected to net hundreds of millions of dollars to each member of the expedition. Successful completion of the mission will increase the heroes' Credit Rating by 2D10+10, though the team will be firmly in the Anubis Corporation's grasp.

THE ELDRITCH GATE

The gate is located on the fifth floor of Anubis Headquarters. It's made from a lustrous black stone and has a diameter of 3 meters. Its surface is engraved with seven unique symbols. These devices were created by the Ancient Ones eons ago. Activating the gate creates a portal; any being or object that touches the portal instantly transports to another gate. Radio waves may pass freely through the portal. The gates can reach thousands of locations throughout the galaxy.

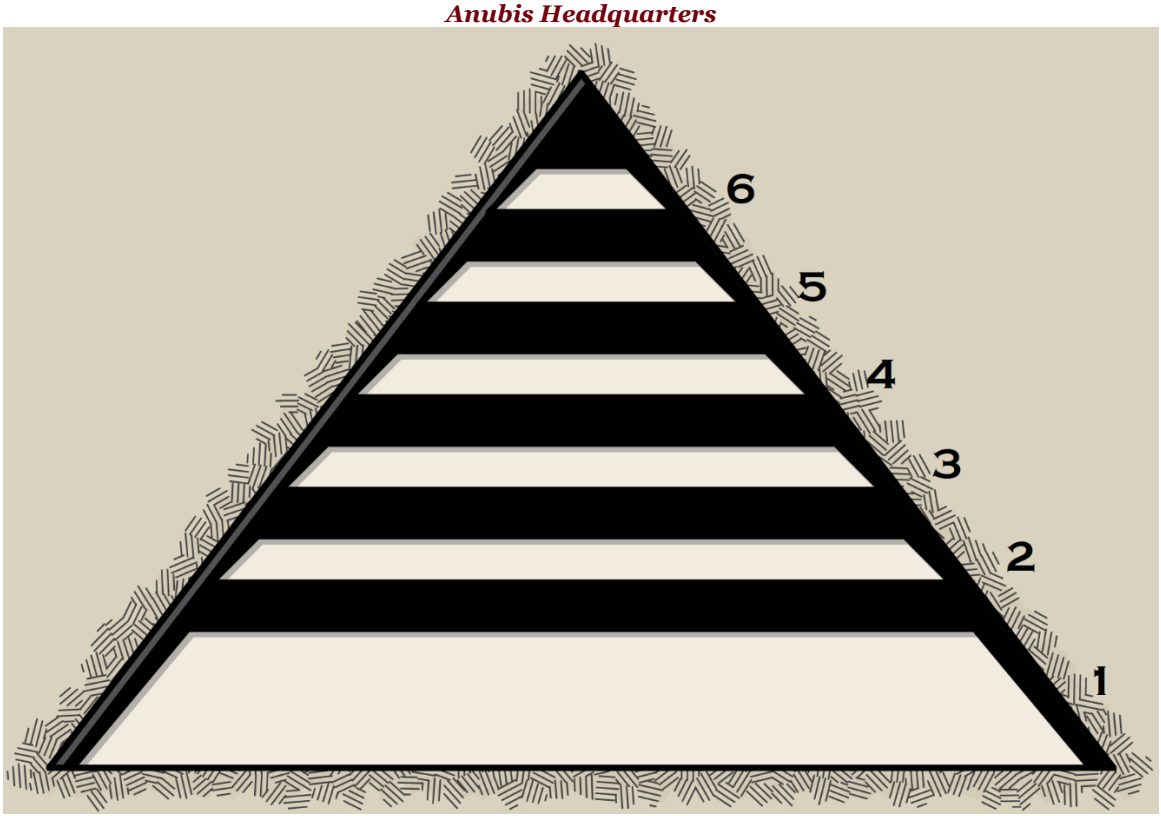
Every gate requires a different sequence to reach, engraved on the face of each one. Destinations are set by activating seven unique sigils of thirteen possibilities on the gate's control panel. A Mythos roll is needed to open a portal to a random working gate; an Extreme success allows one to select a location. Failing a roll represents a wrong sequence that costs the operator 14 magic points and 1 SAN. Fumbling the roll costs twice as many points. All beings traveling through a gate must spend 14 magic points and automatically lose 1 SAN.

Read or paraphrase the following as the players travel through the gate:

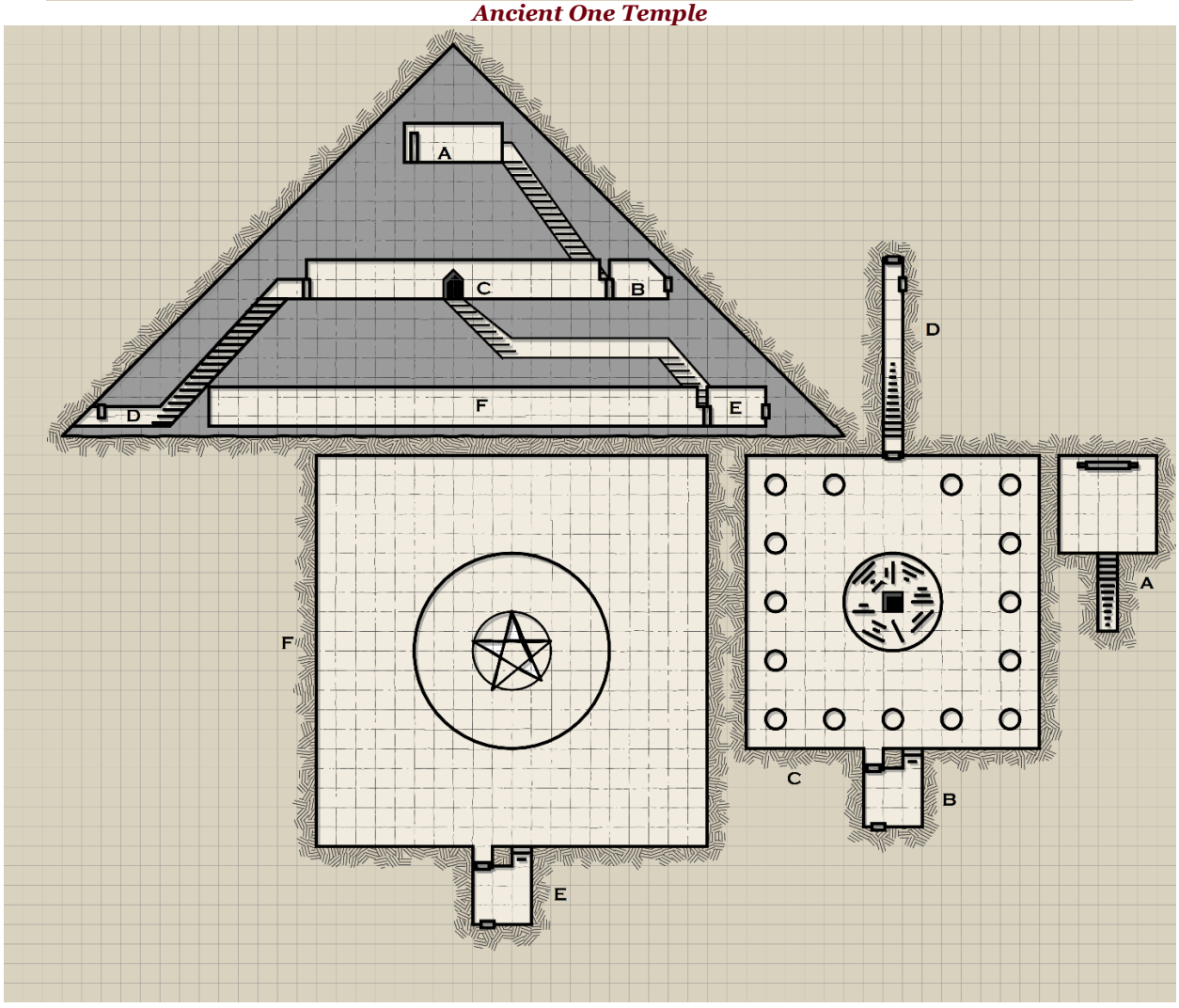
Stepping through the gate is traumatic; you feel every cell in your body being violently ripped apart in a wave of electric agony. Cold doesn't begin to explain the complete lack of warmth and sensation. And then you cease to exist.

You awaken on a cold stone floor, retching on your vomit as the portal behind you slurps closed. Your destination is a darkened room with high walls and bas reliefs of strange beings. A gate identical to the one you entered stands dormant with seven sigils on its face. A single corridor leads down, directly across from the gate. An inert probe rests on the floor several meters from the gate.

Anubis Headquarters



Ancient One Temple



ACT II

The second act introduces the Ancient One temple and tomb of Cthugha. The team will begin to understand the nature of the planet, temple, and star. They might even face the guardian of the temple. Act II is a time for investigation and discovery.

ANCIENT ONE TEMPLE

GATE ROOM (A)

Bas reliefs depict figures with arms raised to the sun engraved on the ceiling, which showers fire and sparks down upon strange structures depicted on the walls. The Elder Sign located at the base of the pyramid blocks outbound gate travel, although radio waves may pass through freely in both directions if the gate is activated. After destroying this ward, the team may enter the sigils to the gate on Titan to escape.

This room is connected via a sloped tunnel to the Small Chamber.

SMALL CHAMBER (B)

There is an alien console situated against the back wall. Across from the console is a sealed door that leads to the main chamber. A Hard Computer Maintenance or Electronics roll on this console unlocks the door and disables the temporal trap (Regular difficulty with the Weird Science Talent). On a failure, a second door seals off the ramp to the Gate Room, trapping everything in the chamber in a time distortion field. Time slows inside the trap, to a rate of 1 week per second that passes outside of it.

Deactivating the trap at the terminal requires a Hard Computer Maintenance or Electronics roll (Regular difficulty with the Weird Science Talent). Destroying the console disables the trap; it has a Build of 2. A fumble or failed push roll will reverse the time flow, instantly aging anyone trapped inside the field by 1D6 x10 years.

MAIN CHAMBER (C)

This tall room contains stone pillars and a black monolith rising from the middle of a circle of arcane sigils. Bas reliefs show alien figures making arcane hand gestures while a massive ring encircles the sun engraved on the ceiling.

A successful INT or Archaeology roll is required to understand the meaning of the carvings in the chamber. A Success results in (1/1D6) SAN loss and a 5% increase in the Mythos skill. Merely hearing the explanation results in (0/1D3) SAN loss and a 1% Mythos skill increase. Show the heroes the translation in the **Handouts** section.

The room houses a powerful guardian, a sleeping shoggoth, appearing as a 5m tall, 2m wide monolith that awakens if threatened. The shoggoth is ancient and weakened after millions of years of slumber. It's surrounded by a magic circle that prevents Cthugha's minions from crossing. A successful Biology or Geology roll reveals that the monolith is not stone nor metal, but rather a protoplasm. The monolith conceals a staircase that leads down to the Lower Chamber.

MAIN CORRIDOR (D)

At the base of the stairs is a mirrored corridor leading to a sealed door. An alien console beside the door unlocks it.

The corridor is guarded by a grid of invisible lasers; disrupting a beam will cause a force field to seal off the entire lower corridor from door to stairs. The force field is impenetrable to all physical objects. A Spot Hidden roll is required to see a laser without revealing it with a fog or vapor effect (such as from a fire extinguisher or smoke). A Hard DEX roll is required to avoid contacting a visible laser. Failure represents an inability to proceed safely. Players are encouraged to think up creative solutions to solve this trap.

A fumble or failed push roll will immediately activate the trap, causing a single laser to race up and down the hallway, attacking everyone on its turn. The mechanism is safely behind the stone wall and unreachable as the laser projects through the stone. The trap will remain active for 10 rounds.

Deactivating the trap at the terminal requires a Hard Computer Maintenance or Electronics roll (Regular difficulty with the Weird Science Talent). Destroying the console doesn't disable the trap, though it opens the door and disables the detection grid from triggering again. The console has a Build of 2. A fumble will cause multiple lasers to attack, adding a bonus die to its attacks.

Dexterity	30
Laser	50% (25/10) 2D10 damage

LOWER CHAMBER (E)

There are seven large dials on the back wall. Across from these is a sealed door that leads to the Elder Sign. The dials must be rotated in a specific sequence to avoid triggering a trap. A Hard Mechanical Repair or Engineering roll opens the door and disables the radiation trap (Regular difficulty with the Weird Science Talent or by first making a Hard Idea roll). On a failure, everything in the room is instantly bathed in strong radiation. See the **Radiation Poisoning** section.

Destroying the door unleashes a lethal dose of radiation; it has a Build of 4. A fumble or failed push roll will also unleash a lethal dose of radiation. The dials are marked with sigils.

ELDER SIGN (F)

A powerful arcane Elder Sign binds Cthugha and maintains the integrity of the sphere world. It's roughly shaped like a star with an eye in the center. Destroying this sigil will cause the sphere world to separate into eight sections that drift apart while the temple floats in space and Cthugha goes free. Explosives or considerable effort will destroy the ward. The Elder Sign has a Build of 10 and 6 points of Armor.

Should the ward be broken, the temple seals and the gate will function normally. The air will continue to circulate, though artificial gravity generation through centrifugal force ceases.

By studying the bas reliefs in the room for 8 hours and making a successful INT roll, a hero learns that a ritual that may temporarily disrupt the Elder Sign's defenses. The hero must study the spell for 8 hours and succeed on a Mythos roll for the ritual to be learned.

A being must spend 10 minutes casting the spell in the center of the Elder Sign, spending 2D10 magic points before attempting a POW roll. Next, the caster must sacrifice 70 POW, regardless of the result. Success will disable the ward for one minute. A fumble will double the costs.

ACT III

The final act culminates with the struggle to escape the tomb as the Old One will exert pressure as the team attempts to return home. The guardian may attack if it hasn't done so already. The heroes must break the seal to return home.

THE PLANET

The hollow artificial planet contains what appears to be a miniature star at its core. The characters emerge from a smooth pyramid made from an unknown gray metal that rises above the jungle, climbing over 40 meters in height. The pyramid is made of the same nearly indestructible metal as the shell of the sphere. This is the Ancient One temple, built to protect the Elder Sign that entraps Cthugha. A clearing around the temple extends for 10 meters in every direction.

The planet is lush with vegetation and strange wildlife. The atmosphere and conditions are perfect for colonization, though it's small, with a radius of only 5 kilometers, and a surface area of roughly 315 square kilometers (a little smaller than New York City). The team won't find anything helpful to the mission in the wilds. Small alien insects flit between tall trees and ferns, water flows in small lakes and streams, and the air is heavy with humidity. The insects are harmless and resemble prehistoric dragonflies, stick bugs, beetles, etc.

CTHUGHA

The star is powerful, sentient, and eager to break free. Its name is Cthugha. It swarms with small embers that look like solar flares. These are Fire Vampires, children of Cthugha. The Old One is powerless to enter the sealed temple or cross the circle that surrounds the shoggoth monolith. It can, however, interact with any living being within the sphere.

Cthugha doesn't intend to let this chance at freedom pass it by. Cthugha will contact the team, speaking telepathically through its children, the Fire Vampires. It will promise rich rewards for compliance or destruction for defiance.

Cthugha will grow impatient as time goes on, attempting to compel the team to destroy the Elder Sign binding Cthugha to this prison, destroying the sphere in the process. The Old One will grant a portion of its power to willing followers and will punish those who resist.

Gazing at the fiery entity or hearing it speak will prompt a SAN roll (1D3/1D20). There's a strong chance that this will drive at least one hero mad. Should this come to pass, rather than selecting a Madness from the table, grant the hero the **Blessing of Cthugha**.

The individual cries out *"Ph'nglui mglw'nafh Cthugha Formalhaut n'gha-ghaa naf'l thagn! Ia! Cthugha!"*

An ember flies from Cthugha and enters the mouth of the supplicant, whose eyes blaze like suns just before they collapse unconscious for one minute. They have no memory of this.

BLESSING OF CTHUGHA

Mortals blessed by Cthugha carry a Fire Vampire within, connecting them to the deity. The temperature of the person is high. A First Aid or Medicine check reveals that the individual has a high temperature of 40° Celsius (104° Fahrenheit), high enough to cause concern. A Psychology roll uncovers that the blessed does not sweat and appears more vibrant.

Cthugha may choose to speak through these Fire Vampires or to impart knowledge on the host. An opposed POW roll is needed to resist the Fire Vampire, who spends 10 magic points. On a failure, the hero loses 1D6 SAN and suffers Amnesia (pg. 157-159 Core Rules). For 1D10 rounds, or hours if alone, the Fire Vampire assumes control and may receive an Insane Insight (pg. 169 Core Rules).

The blessed gains the following abilities:

• **Combustion:** The user invokes the name of Cthugha, The Living Flame, spending 1D6 magic points and losing 1 SAN. The Fire Vampire within causes the blessed to burst into flames; they may not be harmed by fire for 1D3 rounds. The flames cause 2D6 fire damage to everything within 1 meter. Anything burned must pass a CON roll to take half damage and a Luck roll, or they will burst into flames.

• **Fiery Rebirth:** The hero reforms as tiny swirling embers give form to the new body, which awakens in 1D4 hours. Being reborn in this fashion costs the being 1D20 SAN and grants +5% Mythos.

REINFORCEMENTS

Reinforcements arrive forty-eight hours after the first team if contact is lost, consisting of four **Corporate Security** agents with field gear. The team is outfitted with shotguns and light armor. They've brought a bomb in case the situation has gotten out of hand (4D10 x10 damage, 100m radius). The bomb can collapse the temple and destroying the ward.

EPILOGUE

If contained, Cthugha could unleash massive devastation or continue to provide power for the sphere if the Corporation can determine a way to activate the gate without releasing Cthugha. The Anubis Corporation will seek to use Cthugha to advance its goals rather than freeing the Old One. The team will most likely return to Titan by freeing Cthugha from its prison or by casting the ritual. They might, however, choose to die to contain the Old One.

REWARDS

Award any surviving heroes the following Sanity points. The Keeper should reward heroes with optional Sanity points if they thought of any particularly creative methods for completing the scenario.

• Defeating the Shoggoth: +1D10 Sanity points.

• Freeing Cthugha: -1D10 Sanity points.

• Returning to Titan: +1D8 Sanity points.

• Defeating Cthugha: +1D20 Sanity points.

• Mastering the gate: Credit Rating increase of 2D10+10.

HANDOUTS

MISSION BRIEFING

The Corporation discovered the ring under the ice of Antarctica in what appears to be an ancient alien laboratory. Anubis Corporation experts date the laboratory to be one hundred million years old. The ring is estimated to be 500 million years old; constructed of an unknown black stone engraved with seven unique sigils. A control panel located on the side of the ring contains thirteen unique symbols arranged in a circle.

Pictographs found at the location suggest that a network of gates to the stars exists and that this artifact is one of them. A nearby bas relief contained seven symbols and a diagram of a star. Doctor Clark believes them to be a set of coordinates to another gate. Entering the symbols found on the gate produced no visible effect. Entering in the symbols found on the bas relief were entered, the gate activated, shimmering like light reflecting on rippling waves.

A probe was sent through the gate, returning images of what appears to be a tomb. The gate on the other side had seven symbols matching the coordinates entered, confirming Doctor Clark's theory.

Doctor Clark believes that a wormhole was created allowing for one-way passage of matter, and he's certain that the gate will easily be activated on the other side by entering in the seven symbols found on the gate located on Titan. He states that finding a specific gate randomly would be a challenge (1 in 8,648,640). Returning home should be a matter of simply entering in the symbols on the home gate.

Doctor Clark will be leading the mission with Agent Bowers acting as Security Chief. Mission parameters are to determine what's on the other side of the gate, report back, and establish a field research station. A second team is scheduled to arrive 48 hours after the first explorers to relieve them. No further attempts will be made if contact is lost with that team.

The team will be given special **Equipment** to carry out its tasks: 12 anti-radiation pills, 4 fragmentation grenades, 4 detonators, 4 blocks of plastique, hazmat suits, a probe, survival gear, and an emergency beacon.

The team will be given a 1% share per member in the gate technology and anything discovered during the mission. Corporation accountants project the gate technology will be worth hundreds of billions of dollars. Should a member of the expedition perish the deceased's share will transfer to the beneficiary of their choice.

TEMPLE TRANSLATION

The Living Flame was imprisoned eons ago in the unbreakable sphere following a war with the Ancient Ones. Countless planets were incinerated in the conflict. The Ancient Ones succeeded in imprisoning the Old One and lulling it to sleep for eons, though that victory came with a heavy price. An ancient ward buried beneath the temple prevents escape from the tomb.

A powerful guardian prevents trespassers from destroying the seal below, though the guardian is not immortal. Eventually, it will weaken and the prison shall lack a protector.

When the stars are right, the Old Ones will return.

DRAMATIS PERSONAE

DIRECTOR SMITH, 44, *executive*

Smith is a high-ranking member of the Anubis Corporation and a loyal follower of the Brotherhood of the Black Pharaoh. He briefs the team about the gate, freely sharing information about its suspected extraterrestrial origins.

• Description: Slender build, tall and immaculately dressed.

• Traits: Every hair is in place and he speaks in crisp, clipped tones. No trace of humor in his demeanor.

• Roleplaying hooks: Smith's goal is to understand the gate and to offer it as a tribute to his dark god in exchange for even more prestige. He's willing to sacrifice everyone on the team to increase his power or reward them richly for success.

STR 30	CON 50	SIZ 45	DEX 45	INT 100
APP 70	POW 90	EDU 70	SAN —	HP 19
DB: 0	Build: 0	Move: 8	MP: 18	Luck: 50

Combat

Attacks per round: 1

Brawl	25% (12/5) 1D3
Dodge	40% (20/8)

Armor: none.
Skills: Accounting 90%, Law 70%, History 80%.

DOCTOR STEVEN CLARK, 46, *astrophysicist*

Doctor Clark is the lead scientist on this project and head of the research and development of interstellar travel.

• Description: Ruddy-faced and soft-bellied.

• Traits: Prone to fidgeting and stuttering.

• Roleplaying hooks: Doctor Clark will study the gate and Cthugha. He's fascinated by alien technology, although he doesn't understand it half as well as he claims. He'll try to subjugate Cthugha, believing that he can control it.

STR 50	CON 50	SIZ 75	DEX 45	INT 70
APP 50	POW 65	EDU 95	SAN —	HP 25
DB: 1D4	Build: 1	Move: 7	MP: 13	Luck: 50

Combat

Attacks per round: 1

Brawl	25% (12/5) 1D3
Dodge	20% (10/4)

Armor: none.
Skills: Astronomy 90%, Mathematics 70%, Physics 80%.

AGENT BOWERS, 31, *field agent*

Critical and deadly, Bowers has been in the employ of the Anubis Corporation for almost a decade. She served as a Martian Marine and saw combat during the colonial rebellions. She believes that the Corporation is humanity's best hope of survival in a cold universe. Agent Bowers is nominally in charge of the team when it comes to security.

• Description: Genetically engineered as all Martian Marines are. She stands 2.5 meters tall, with dark hair and piercing eyes. She wears Power Armor and wields a minigun.

• Traits: Dangerous, fearless, and confident. Bowers is fully committed to carrying out the mission.

• Roleplaying hooks: "The mission comes first".

STR 90	CON 90	SIZ 80	DEX 60	INT 40
APP 50	POW 40	EDU 50	SAN —	HP 34
DB: 1D6	Build: 2	Move: 8	MP: 8	Luck: 50

Combat

Attacks per round: 1

Brawl	50% (25/10) 1D3 + 1D6
Minigun	60% (30/12) 1D10 (Auto 6), 100m
Dodge	40% (20/8)

Armor: 10 Power Armor (3 Build).
Skills: Operate Heavy Machinery 50%, Survival 50%.

ADVERSARIES

This section contains the statistics for The Ring of Fire's main adversaries: the Shoggoth Guardian, Cthugha, and the Fire Vampires.

SHOGGOTH

(pg. 306 Core Rulebook)
The nightmare, plastic column of fetid, black iridescence oozed tightly onward... A shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch mocking cry—"Tekeli-li! Tekeli-li!"
—H.P. Lovecraft, At the Mountains of Madness

Shoggoths are among the most horrible and loathsome of Mythos monsters. Mighty sacks of protoplasm, roughly 15-feet in diameter, these amphibious creatures are able to form limbs, eyes, and other appendages at will, imitate other life forms and perform great feats of strength. They communicate in whatever manner their master race wishes, forming special organs for the purpose.

Despite Abdul Alhazred's claims that there were none on Earth itself, save in the crazed nightmares of dreamers, shoggoths do exist in deep and dark places. Often found as servants of deep ones and other races, they are surly at best, ever becoming more intelligent, more rebellious, and more imitative. Their creators found to their cost the true nature of their servants in a rebellion that virtually destroyed their civilization.

Motivation: To protect the Elder Sign.

Shoggoth, weakened protector

STR 260	CON 180	SIZ 250	DEX 15	INT 20
APP —	POW 30	EDU —	SAN —	HP 43
DB: 5D6	Build: 6	Move: 10	MP: 10	Luck: N/A

Combat

Attacks per round: 2

Fighting Attacks: In combat, the shoggoth covers an area 5 meters square and can produce tentacles, claws, or any manner of appendages at will with which to perform a crushing attack. Those unfortunate enough to be hit by an attack may also be engulfed.

Engulf: Each person engulfed within the shoggoth must make a successful opposed STR roll or be sucked apart. If the shoggoth attacks more than one target, it must divide its STR among all targets.

Those held within its black bulk can strike back only on rounds in which they make a successful STR roll. As an attack, the shoggoth initiates an opposed STR roll. If victims fail, they lose 5D6 hit points; the damage describable as rupturing, crushing, and being sucked into pieces. The shoggoth can engulf any number of enemies; however, it may not exceed a total SIZ greater than its SIZ.

Pseudopod	50% (25/10) 2D6 damage
Engulf	35% (17/6)
Dodge	8% (4/1)

Armor: None, but
(1) fire and electrical attacks do only half damage
(2) physical weapons such as firearms and knives do only 1 point of damage per hit
(3) it regenerates 2 hit points per round.

Sanity Loss: 1D6/1D20 Sanity points for seeing a shoggoth.

FIRE VAMPIRE

(pg. 292 Core Rulebook)
These appeared as thousands of tiny points of light...The myriad points of light were living entities of flame! Where they touched, fire sprang up.
—August Derleth, The Dweller in Darkness

Fire vampires are minions of the Great Old One named Cthugha and, like him, dwell on or near the star Fomalhaut. They come to Earth when summoned or when accompanying Cthugha. They appear to be a form of intelligent gas or plasma.

Motivation: To serve Cthugha and free their master.

Fire Vampire, servant of Cthugha

STR —	CON 35	SIZ 01	DEX 80	INT 50
APP —	POW 65	EDU —	SAN —	HP 3
DB: —	Build: -2	Move: 11	MP: 13	Luck: N/A

Combat

Attacks per round: 1

Fighting Attacks: Fire vampires attack by touching their victims and can set flammable objects alight by touch. They damage humans by heat-shock. To determine the heat-shock, roll 2D6 damage for the vampire's attack. If the hero passes a CON roll, half of this damage is taken; if failed, the full damage is inflicted.

In the same attack, the vampire will try to steal magic points from its target: use an opposed POW roll; if the vampire wins, it steals 1D10 magic points from the victim; if the target wins the roll, the fire vampire loses one of its own magic points. Thus, in each attack by a fire vampire, roll twice—once to determine heat damage and once to determine magic point loss.

Fighting point drain	85% (42/17), damage 2D6 burn + magic
Dodge	40% (20/8)

Armor: Standard material weapons cannot harm them, (blades, bullets, etc.) Water costs a fire vampire one hit point per half-gallon poured over it, a typical handheld fire extinguisher does 1D6 hit points of damage to it, while a bucket of water costs it 1D3 hit points.

Sanity Loss: 0/1D6 Sanity points for seeing a fire vampire.

CTHUGHA
(pg. 314 Core Rulebook)
But even though we had shielded our eyes, it was impossible not to see the great amorphous shapes streaming skyward from this accursed place, nor the equally great being hovering like a cloud of living fire above the trees.
—August Derleth, The Dweller in Darkness

Cthugha resembles an enormous burning mass, continually varying in shape. It dwells at or near the star Fomalhaut, whence it may be called. It is one of the most obscure and remote of all the Great Old Ones.

Motivation: To break free of its prison.

Cthugha, The Living Flame

STR400	CON 600	SIZ 700	DEX 105	INT 105
APP —	POW 210	EDU —	SAN —	HP 130
DB: 13D6	Build: 14	Move: 0	MP: 42	Luck: 75

Cult
No cult appears to relate to Cthugha, though scattered fire cults to it have existed in the past, such as the church of Melkarth in ancient Rome. It is served by entities known as fire vampires. In some books, the fire vampires are stated to be ruled by a being known as Fthagghua; perhaps this is just another way to spell Cthugha.

Combat
Attacks per round: 3

Fighting Attacks: Each round, Cthugha can form pseudopods from its formless mass with which to flail or squeeze individual targets.

Automatic Scorch: Cthugha releases 1D100 x10 fire vampires, which immediately begin to set the area alight. 1D6 fire vampires will attack the party. Cthugha itself scorches and burns the entire site. Humans in the area lose hit points to the heat. Each round the players must attempt to roll CON. Upon failure, the hero loses 1 hit point per round until death.

Flame Burst: Cthugha may belch forth fire instead of using pseudopods. A flame bust has a range of 150 yards and blankets the target site with fire, incinerating an area 20 yards across. Heroes within the area must attempt an Extreme CON roll (rolling equal to or below one-fifth of their CON): a failed roll indicates incineration. A success indicates 1D10 hit point loss. Body armor is of no help against this attack, but an intervening wall or embankment would be.

Fighting bonus	40% (20/8), damage 1D6 + half damage
Flame Burst special (see above)	Targets must make an Extreme CON roll,

Armor: 14 points of armor. Weapons that encounter Cthugha are destroyed.

Sanity Loss: 1D3/1D20 Sanity points for seeing Cthugha.

PRE-GENERATED HEROES

HENRY SCHAEFFER, 53, *Earthborn Scientist*
Professor Schaeffer is a renowned archaeologist and anthropologist with strange theories about ancient alien intervention on Earth. These theories have stalled his career and led to public dismissal of his work. The Anubis Corporation has recently employed Schaeffer as a consultant, having independently confirmed his findings.

• Description: blonde and tan with an athletic build.

• Traits: exuberant and prone to rambling.

• Roleplaying hook: “Ancient aliens created humanity.”

EMILIA HARRIS, 38, *Earthborn Explorer*
Harris is a respected explorer, having led successful expeditions to Antarctica, the seas of Europa, and beyond Saturn. She is fearless and temperamental, though known to have never lost a member of her expeditions.

• Description: slight and dark-skinned with hazel eyes.

• Traits: competent and practical.

• Roleplaying hook: “I’m not about to lose my first teammate today”.

PRIYA DAYAL, 41, *Colonial Doctor*
Doctor Dayal is a very successful medical professional with experience in everything from viral pandemics to neurosurgery. A true humanitarian, she volunteered to establish aid stations during the colonial uprising and was instrumental in curbing the system-wide plague of 2342.

• Description: dark-haired and willowy.

• Traits: warm and highly intelligent with a comforting presence.

• Roleplaying hook: “I’ll try anything once”.

HARUTO TANAKA, 25, *Martian Engineer*
Tanaka is fascinated by new technologies and highly proficient with fieldwork. His family helped to develop many of the hardlight projectors used commonly today.

• Description: young and loud with a green mohawk.

• Traits: excited or bored easily. Moody.

• Roleplaying hook: “Out with the old.

Future Era Investigator

Name: Professor Henry Schaeffer
Player:
Occupation: Scientist
Age: Sex: Male
Assignment: Archaeologist
Birthplace: Earthborn

Characteristics

		Half	Fifth			Half	Fifth			Half	Fifth
STR	60	30	12	DEX	50	25	10	INT Idea	70	35	14
CON	60	30	12	APP	40	20	8	• POW	50	25	10
SIZ	80	40	16	EDU	90	45	18	Move Rate	7		

Major Wound ☐ (28)
Temp. Insane ☐ Indef. Insane ☐ (50) (89)

HIT POINTS

Dying	00	01	02	
Unconscious	03	04	05	
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

SANITY

Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

LUCK

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

(10)

MAGIC POINTS

00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

Skills

		Half	Fifth			Half	Fifth			Half	Fifth
☐	Accounting (05%)	5	2	1	☐ Electronics (01%)	40	20	8	☐ Law (05%)	5	2	1	☐ Read Lips (01%)	1	0	0
☐	Appraise (15%)	15	7	3	☐ Fast Talk (05%)	5	2	1	☐ Library Use (20%)	70	35	14	☐ Science (01%) Anthropology	70	35	14
☐	Archaeology (01%)	80	40	16	☐ Fighting (Brawl) (25%)	25	12	5	☐ Listen (20%)	50	25	10	☐ Astronomy	65	32	13
☐	Art / Craft (05%)	5	2	1	☐				☐ Locksmith (01%)	1	0	0	☐ Physics	65	32	13
☐					☐				☐ Mech. Repair (10%)	10	5	2	☐ Sleight of Hand (10%)	10	5	2
☐	Charm (15%)	15	7	3	☐ Firearms (Handgun) (20%)	20	10	4	☐ Medicine (01%)	1	0	0	☐ Spot Hidden (25%)	50	25	10
☐	Climb (20%)	40	20	8	☐ Firearms (Rifle/Shotgun) (25%)	25	12	5	☐ Natural History (10%)	10	5	2	☐ Stealth (20%)	20	10	4
☐	Computer Maint. (05%)	5	2	1	☐				☐ Navigate (10%)	10	5	2	☐ Survival (10%)	10	5	2
	Credit Rating (00%)	50	25	10	☐ First Aid (30%)	30	15	6	☐ Occult (05%)	5	2	1	☐ SysOps (10%)	10	5	2
	Cthulhu Mythos (00%)	10	5	2	☐ History (05%)	70	35	14	☐ Op. Hv. Machine (01%)	1	0	0	☐ Tech Repair (01%)	50	25	10
☐	Demolitions (01%)	1	0	0	☐ Intimidate (15%)	15	7	3	☐ Persuade (10%)	30	15	6	☐ Throw (20%)	20	10	4
☐	Dodge (half DEX)	25	12	5	☐ Jump (20%)	40	20	8	☐ Pilot (01%)	1	0	0	☐ Track (10%)	10	5	2
☐	Drive (20%)	20	10	4	☐ Language (Other) (01%)	1	0	0	☐				☐ Zero G (05%)	5	2	1
☐					☐				☐ Psychoanalysis (01%)	1	0	0	☐ Mathematics	60	30	12
☐	Elec. Repair (10%)	10	5	2	☐ Language (Own) (EDU)	90	45	18	☐ Psychology (10%)	10	5	2	☐			

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus: +1d4
Build: +1
Dodge: 25 (12 / 5)

Backstory

Personal Description Blonde and tan with an athletic build.

Traits Exuberant and prone to technobabble.

Ideology/Beliefs "Ancient aliens created mankind".

Injuries & Scars Broken nose from teenage years.

Significant People Sons Karl and Max. Deceased wife Rosalind.

Phobias & Manias Claustrophobia (fear of enclosed spaces).

Meaningful Locations Hometown of Berlin, Germany, Earth.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Mythos Knowledge: begins the game with 10 Mythos skill.

Linguist: able to determine what language is being used. Gains a bonus die to Language rolls.

Encounters with Strange Entities

Gear & Possessions

Communicator
Trowel
Brush
Magnifying Glass
Leather Jacket (1 armor)

Cash & Assets

Spending Level
Cash
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify re-roll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilised; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. ____ Player ____

Future Era Investigator

Name: Emelia Harris
Player:
Occupation: Explorer
Age: Sex: Female
Assignment: Guide
Birthplace: Earthborn

Characteristics

STR	80	40 / 16	DEX	70	35 / 14	INT (Idea)	50	25 / 10
CON	90	45 / 18	APP	60	30 / 12	POW	50	25 / 10
SIZ	40	20 / 8	EDU	60	30 / 12	Move Rate	9	

Major Wound: MP 26

HIT POINTS

Dying / Unconscious	00	01	02	
	03	04	05	
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp. Insane: Indef. Insane: SAN 50 / 99

SANITY

Insane	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
95	96	97	98	99																									

CALL of CTHULHU

LUCK

Out of Luck	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
95	96	97	98	99																									

MP 10

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Skills

☐ Accounting (05%)	5	2 / 1	☐ Electronics (01%)	1	0 / 0	☐ Law (05%)	5	2 / 1	☐ Read Lips (01%)	1	0 / 0
☐ Appraise (15%)	15	7 / 3	☐ Fast Talk (05%)	5	2 / 1	☐ Library Use (20%)	20	10 / 4	☐ Science (01%) Geology	80	30 / 12
☐ Archaeology (01%)	1	0 / 0	☐ Fighting (Brawl) (25%)	25	12 / 5	☐ Listen (20%)	40	20 / 8	☐		
☐ Art / Craft (05%)	5	2 / 1	☐			☐ Locksmith (01%)	1	0 / 0	☐		
☐			☐			☐ Mech. Repair (10%)	10	5 / 2	☐ Sleight of Hand (10%)	10	5 / 2
☐ Charm (15%)	15	7 / 3	☐ Firearms (Handgun) (20%)	20	10 / 4	☐ Medicine (01%)	1	0 / 0	☐ Spot Hidden (25%)	45	22 / 9
☐ Climb (20%)	70	35 / 14	☐ Firearms (Electrical) (25%)	25	12 / 5	☐ Natural World (10%)	70	35 / 14	☐ Stealth (20%)	20	10 / 4
☐ Computer Maint. (05%)	5	2 / 1	☐			☐ Navigate (10%)	60	30 / 12	☐ Survival (10%)	80	40 / 16
Credit Rating (00%)	50	25 / 10	☐ First Aid (30%)	50	25 / 10	☐ Occult (05%)	5	2 / 1	☐ SysOps (10%)	50	25 / 10
Cthulhu Mythos (00%)	0	0 / 0	☐ History (05%)	5	2 / 1	☐ Op. Hv. Machine (01%)	1	0 / 0	☐ Tech Repair (01%)	1	0 / 0
☐ Demolitions (01%)	1	0 / 0	☐ Intimidate (15%)	35	17 / 7	☐ Persuade (10%)	10	5 / 2	☐ Throw (20%)	40	20 / 8
☐ Dodge (half DEX)	35	17 / 7	☐ Jump (20%)	60	30 / 12	☐ Pilot (01%)	40	20 / 8	☐ Track (10%)	50	25 / 10
☐ Drive (20%)	20	10 / 4	☐ Language (Other) (01%)	1	0 / 0	☐			☐ Zero G (05%)	5	2 / 1
☐			☐			☐ Psychoanalysis (01%)	41	20 / 8	☐		
☐ Elec. Repair (10%)	10	5 / 2	☐ Language (Own) (EDU)	60	30 / 12	☐ Psychology (10%)	10	5 / 2	☐		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Machete	25	12	5	1d6+db	-	1	-	-

Combat

Damage Bonus: none

Build: 0

Dodge: 35 / 17 / 7

Backstory

Personal Description Slight and dark-skinned with hazel eyes.

Traits Competent and practical.

Ideology/Beliefs "I'm not about to lose my first teammate today".

Injuries & Scars Numerous scars from countless expeditions.

Significant People Younger sister Kaylee. Deceased parents, famous explorers who never came home.

Phobias & Manias Thanatophobia (fear of losing a loved one).

Meaningful Locations Antarctica, Ceres, Enceladus, Ganymede, Mars missions.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Resourceful: may spend 10 Luck to find a piece of useful equipment.

Endurance: gains a bonus die on all CON rolls.

Encounters with Strange Entities

Gear & Possessions

- Climbing Gear
- Machete
- Compass
- Survival Gear
- Communicator

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	>skill	≤skill	½skill	⅕skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***
Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Future Era Investigator

Name: Priya Dayal
Player:
Occupation: Doctor
Age: Sex: Female
Assignment: Medical Officer
Birthplace: Colonial, Europa

Characteristics

STA	40	20 / 8	DEX	60	30 / 12	INT Idea	90	45 / 18
•CON	50	25 / 10	APP	60	30 / 12	POW	70	35 / 14
SIZ	50	25 / 10	EDU	80	40 / 16	Move Rate	8	

Major wound ☐ MP 20

HIT POINTS

dying / unconscious	00	01	02	
	03	04	05	
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp insane ☐ Indef insane ☐ 70 99

SANITY

Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULAU

MP 14

MAGIC POINTS

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

LUCK

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Skills

☐ Accounting (05%)	5	2 / 1	☐ Electronics (01%)	1	0 / 0	☐ Law (05%)	5	2 / 1	☐ Read Lips (01%)	1	0 / 0
☐ Appraise (15%)	15	7 / 3	☐ Fast Talk (05%)	5	2 / 1	☐ Library Use (20%)	50	25 / 10	☐ Science (01%) Biology	70	35 / 14
☐ Archaeology (01%)	1	0 / 0	☐ Fighting (Brawl) (25%)	25	12 / 5	☐ Listen (20%)	35	17 / 7	☐ Chemistry	80	40 / 16
☐ Art / Craft (05%)	5	2 / 1	☐			☐ Locksmith (01%)	1	0 / 0	☐ Pharmacy	80	40 / 16
☐			☐			☐ Mech. Repair (10%)	10	5 / 2	☐ Sleight of Hand (10%)	10	5 / 2
☐ Charm (15%)	50	25 / 10	☐ Firearms (Handgun) (20%)	20	10 / 4	☐ Medicine (01%)	80	40 / 16	☐ Spot Hidden (25%)	25	12 / 5
☐ Climb (20%)	20	10 / 4	☐ Firearms (Electrical) (25%)	25	12 / 5	☐ Natural World (10%)	10	5 / 2	☐ Stealth (20%)	20	10 / 4
☐ Computer Hack. (05%)	45	22 / 9	☐			☐ Navigate (10%)	50	25 / 10	☐ Survival (10%)	10	5 / 2
Credit Rating (00%)	50	25 / 10	☐ First Aid (30%)	70	35 / 14	☐ Occult (05%)	5	2 / 1	☐ SysOps (10%)	40	20 / 8
Cthulhu Mythos (00%)	0	0 / 0	☐ History (05%)	5	2 / 1	☐ Op. Hv. Machine (01%)	1	0 / 0	☐ Tech Repair (01%)	21	10 / 4
☐ Demolitions (01%)	1	0 / 0	☐ Intimidate (15%)	15	7 / 3	☐ Persuade (10%)	10	5 / 2	☐ Throw (20%)	20	10 / 4
☐ Dodge (half DEX)	50	25 / 10	☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)	1	0 / 0	☐ Track (10%)	10	5 / 2
☐ Drive (20%)	20	10 / 4	☐ Language (Other) (01%)	1	0 / 0	☐			☐ Zero G (05%)	5	2 / 1
☐			☐			☐ Psychoanalysis (01%)	50	25 / 10	☐		
☐ Elec. Repair (10%)	10	5 / 2	☐ Language (Own) (EDU)	80	40 / 16	☐ Psychology (10%)	50	25 / 10	☐		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

Combat

Damage Bonus: none
Build: 0
Dodge: 50 / 25 / 10

Backstory

Personal Description Dark-haired and willowy.

Traits Warm and highly intelligent with a good bedside manner.

Ideology/Beliefs "I'll try anything once".

Injuries & Scars None.

Significant People Husband Daniel.

Phobias & Mania Germaphobia (fear of germs, microbes, and contagion).

Meaningful Locations Homeworld of Europa.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Hardened: ignore SAN loss from attacking humans, the deceased, and injuries.

Resilient: may spend Luck to shrug off SAN loss on a 1 for 1 basis.

Encounters with Strange Entities

Gear & Possessions

- Medical Kit
- Communicator
- Mobile Laboratory
- Medical Scanner

Cash & Assets

Spending Level

Cash

Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100 / 96+	> skill	≤ skill	½ skill	⅕ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1 HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = ***Unconscious***

Reach 0 HP with Major Wound = ***Dying***

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Char. _____ Player _____

Future Era Investigator

Name: Haruto Tanoka
Player:
Occupation: Engineer
Age: Sex: Male
Assignment: Technician
Birthplace: Martian, Mariner Valley

Characteristics

STR	40	20 / 8	DEX	70	35 / 14	●INT Idea	80	40 / 16
CON	50	25 / 10	APP	50	25 / 10	POW	90	45 / 18
SIZ	80	30 / 12	EDU	80	30 / 12	Move Rate	8	

Major Wound ☐ MAX 22

HIT POINTS

Dying / Unconscious	00	01	02	
	03	04	05	
06	07	08	09	10
11	12	13	14	15
16	17	18	19	20

Temp Insane ☐ Indef Insane ☐ 90 | 99

SANITY

Insane 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

MAX 18

MAGIC POINTS

00 01 02 03 04
05 06 07 08 09
10 11 12 13 14
15 16 17 18 19
20 21 22 23 24

LUCK

Out of Luck 01 02 03 04 05 06 07
08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Skills

☐ Accounting (05%)	5	2 / 1	☐ Electronics (01%)	80	30 / 12	☐ Law (05%)	25	12 / 5	☐ Read Lips (01%)	1	0 / 0
☐ Appraise (15%)	15	7 / 3	☐ Fast Talk (05%)	50	25 / 11	☐ Library Use (20%)	20	10 / 4	☐ Science (01%) Engineering	70	35 / 14
☐ Archaeology (01%)	1	0 / 0	☐ Fighting (Brawl) (25%)	30	15 / 6	☐ Listen (20%)	20	10 / 4	☐ Forensics	30	15 / 6
☐ Art / Craft (05%)	5	2 / 1	☐			☐ Locksmith (01%)	1	0 / 0	☐		
☐			☐			☐ Mech. Repair (10%)	50	25 / 10	☐ Sleight of Hand (10%)	10	5 / 2
☐ Charm (15%)	15	7 / 3	☐ Firearms (Handgun) (20%)	50	25 / 10	☐ Medicine (01%)	1	0 / 0	☐ Spot Hidden (25%)	60	30 / 12
☐ Climb (20%)	20	10 / 4	☐ Firearms (Electrical) (25%)	35	17 / 7	☐ Natural World (10%)	10	5 / 2	☐ Stealth (20%)	50	25 / 10
☐ Computer Maint. (05%)	70	35 / 14	☐			☐ Navigate (10%)	10	5 / 2	☐ Survival (10%)	10	5 / 2
Credit Rating (00%)	40	20 / 8	☐ First Aid (30%)	30	15 / 6	☐ Occult (05%)	5	2 / 1	☐ SysOps (10%)	50	25 / 10
Cthulhu Mythos (00%)	0	0 / 0	☐ History (05%)	5	2 / 1	☐ Op. Hv. Machine (01%)	50	25 / 10	☐ Tech Repair (01%)	80	40 / 16
☐ Demolitions (01%)	50	25 / 10	☐ Intimidate (15%)	15	7 / 3	☐ Persuade (10%)	10	5 / 2	☐ Throw (20%)	20	10 / 4
☐ Dodge (half DEX)	35	17 / 7	☐ Jump (20%)	20	10 / 4	☐ Pilot (01%)	1	0 / 0	☐ Track (10%)	10	5 / 2
☐ Drive (20%)	20	10 / 4	☐ Language (Other) (01%)	1	0 / 0	☐			☐ Zero-G (05%)	5	2 / 1
☐			☐			☐ Psychoanalysis (01%)	1	0 / 0	☐		
☐ Elec. Repair (10%)	10	5 / 2	☐ Language (Own) (EDU)	80	30 / 12	☐ Psychology (10%)	10	5 / 2	☐		

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	30	15	6	1d3 + db	-	1	-	-
Pistol	50	25	10	1d8	15m	1(3)	12	98
Omnitool Blade	30	15	6	1d6+db	-	1	-	-

Combat

Damage Bonus: none
Build: 0
Dodge: 35 / 17 / 7

Backstory

Personal Description Young and loud with green hair.

Traits Moody. Excited or bored easily.

Ideology/Beliefs "Out with the old".

Injuries & Scars Scar on scalp.

Significant People Six older sisters, mother, and father on Mars.

Phobias & Manias Agoraphobia (fear of open spaces).

Meaningful Locations Hometown of Mariner Valley, Mars.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Rapid Fire: ignore penalty die for multiple shots with handguns.

Weird Science: may build and repair weird science devices (see Weird Science, pg. 86 Pulp Cthulhu).

Encounters with Strange Entities

Gear & Possessions

Communicator
Omnitool
Pistol
Computer

Cash & Assets

Spending Level
Cash
Assets

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail >skill	Regular ≤skill	Hard ½skill	Extreme ⅕skill	Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack
Reach 0 HP without Major Wound = ***Unconscious***
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Dying: First Aid = temp. stabilised; then require Medicine
Natural Heal rate (non Major Wound): recover 1HP per day
Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Me

Char. ____ Player ____